ZZAP!64 READERS TURN TO PAGE 14 - NOW!

NOVEMBER 1991
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TERROR of the DEEP
POWER PACK
2 DEMOS!
TILT
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"Excuse me, mister newsagent, what's going on? My tape (and placcy box) should be in this space right about here. But it isn't. Why not?"

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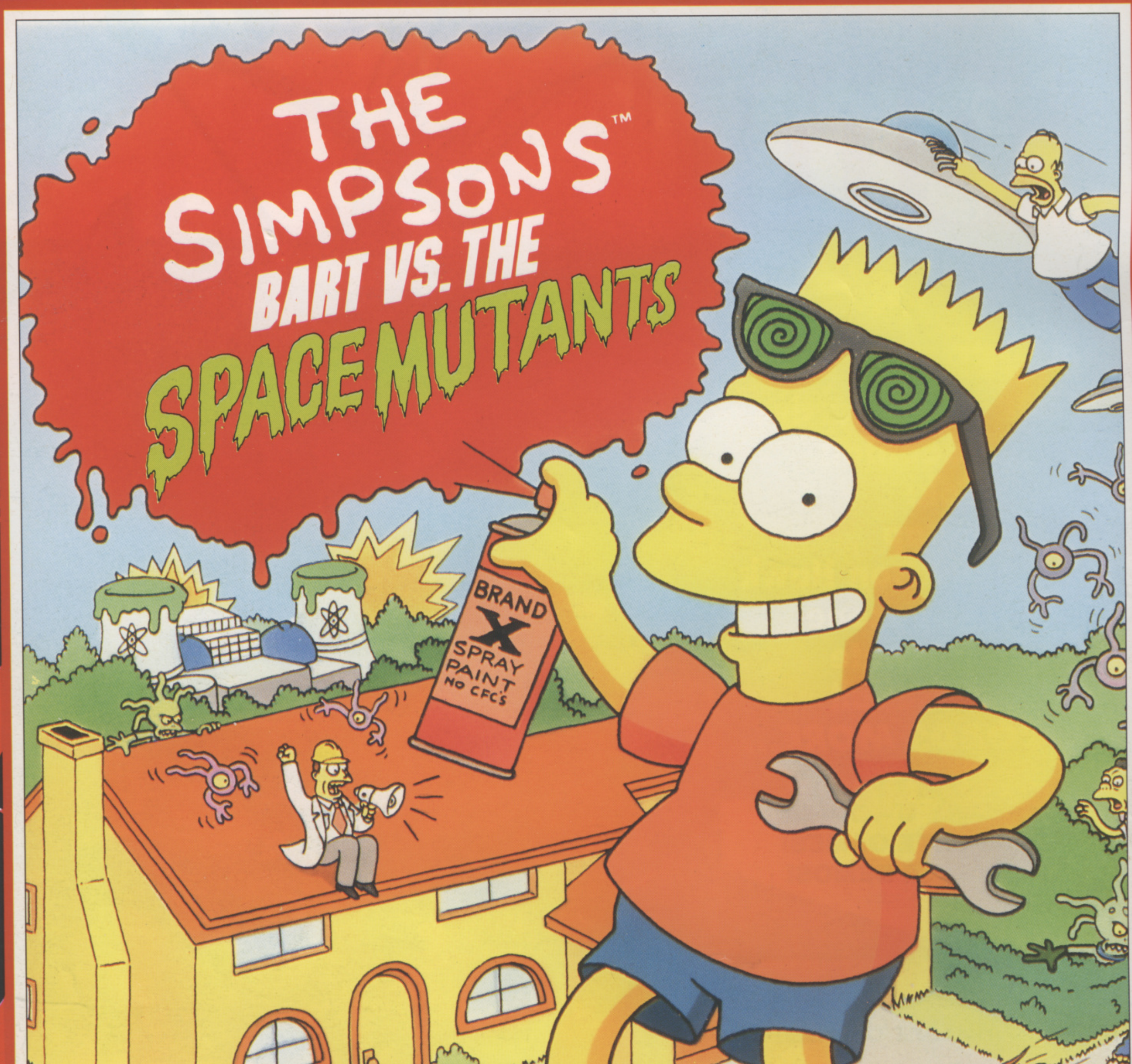
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PLAY THE GAME MAN!

MATT GROENING

Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:

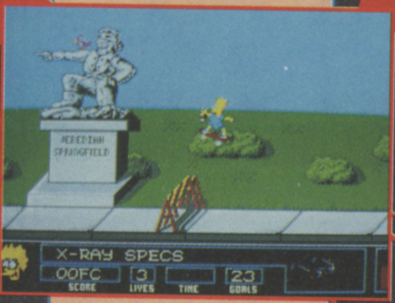
SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH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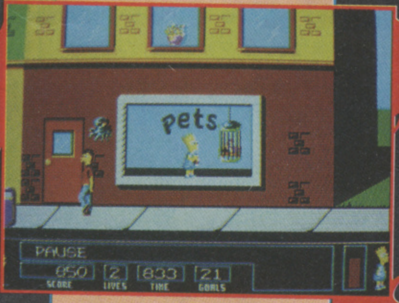
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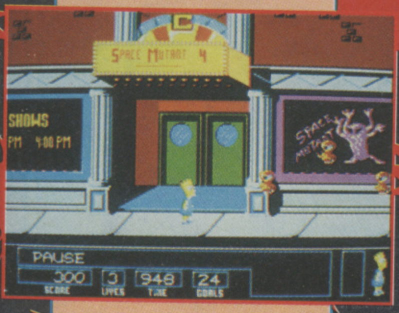
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GOALS

BUy THiS GaME!
Thanks man.

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While the weather's getting colder, the 64 market is heating up. But before you pass over your pennies, make sure that game's been

POWERTESTED!

32 NINJA TURTLES

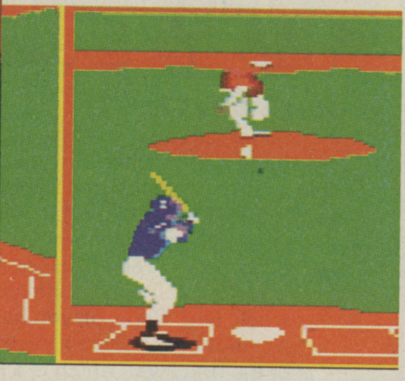
IMAGEWORKS

Konami's coin-op gets the 64 treatment thanks to the half-shell heroes at Imageworks and Probe. Looking like it out-axes *Golden Axe*, could it be time to come out of the sewer and declare to the world, 'I am a Turtles fan'?

65 ULTIMATE BASEBALL

SSI/US GOLD

It's the 'world famous' Tony LaRussa up to bat... And everybody immediately jumps to their feet and shouts, 'Who?'



34 ROBOZONE

IMAGEWORKS

Pollution, filthy sewers, rusting cars, litter, rotting debris, decaying cities. Let's face it: *Robozone* is just a pile of old rubbish

36 TOKI

CART GAME

OCEAN

Take one evil wizard, a stunning girlie, a gobbing ape and what've you got? One of the best coin-op convo's we've seen for monkey's years!

72 HUDSON HAWK

OCEAN

The movie wasn't exactly dynamite, so just how does this tie-in shape up?

POWER PACK

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ALIENS
TERROR of the DEEP
POWER PACK
2 DEMOS!
TILT
TURTLES

ALIENS

ELECTRIC DREAMS

Stunning game of the hit movie. Guide Ripley and Space Marines through the alien-infested reactor. Play with the lights off and scare yourself silly!

TILT

GENIAS

See if you can get your head round this ball-rollin', tile-shufflin' brain-strainin' puzzler!

TURTLES – THE COIN-OP

IMAGEWORKS

The awesome foursome are back! The kickin' Konami coin-op paves the way for this C4 conversion. And *CF* readers can get a feel for the game with this *huuuuuge* one level demo!

TERROR OF THE DEEP

IMAGEWORKS

Climb inside your Victorian submarine, and prepare to face the fear of the unknown... Immerse yourself in this mean 'n' moody masterpiece and save Nessie from aliens!

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CF SPECIAL

67 TURTLES COMPETITION
Almost every piece of Turtles merchandise up for grabs in our cowabunga compo!

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Find out what's happened to the competition in our special news story

51 COMMODORE SHOW
CF spills the beans on the biggest, brightest, bubbliest computer show around. Earls Court here we come!

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74 NEXT MONTH
CF foretells the future, and announces some competition winners to boot (er, that doesn't mean you can kick 'em though!)

QUICK START

FULL GAMES

ALIENS

Before you begin the bug hunt push your prod in port two. Steer and aim by moving the joystick left or right, hit the button to fire and the space bar to move through a doorway. To select the crew, type R for Ripley, G for Gorman, H for Hicks, V for Vasquez, B for Burke and I for Bishop.

TERROR OF THE DEEP

Stick your patent submersible steering device in port two. Nudge the joystick left or right to reach different controls on the screen. Activate a control by moving up or down on the joystick. Pressing fire always activates whichever weapon you have selected at the time.

DEMOS

TURTLES THE COIN-OP

Chelonian lovers might like to insert a chopper in port two. After that, you only have to worry about doing what comes naturally. So do it!

TILT

Start by slamming your joystick into the second port, then follow the on-screen prompts to start a game. Slide the tile adjacent to the blank square by using standard joystick directions.

NO LOAD ZONE!

What should you do if your PowerPack has ceased to be? If your cassette refuses to load properly, pop the tape in a jiffy bag (keep the box for when you get your replacement), enclose a stamped addressed envelope and send the whole kit and caboodle to:

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Halesfield 14,
Telford,
Shropshire TF7 4QD

A suitable replacement will then be dispatched fifthwith.

POWER PACK

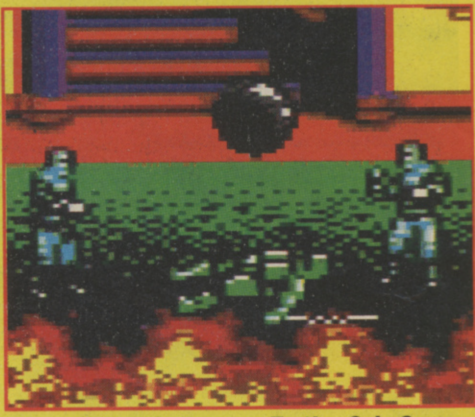
Boy, have we got a tape for you! Take a trip with the Turtles, gun down some Aliens, go on a voyage of discovery beneath Loch Ness and give your grey cells a workout! (And that's not all, cut up the tape for instant confetti – Ed)

TURTLES – THE COIN OP

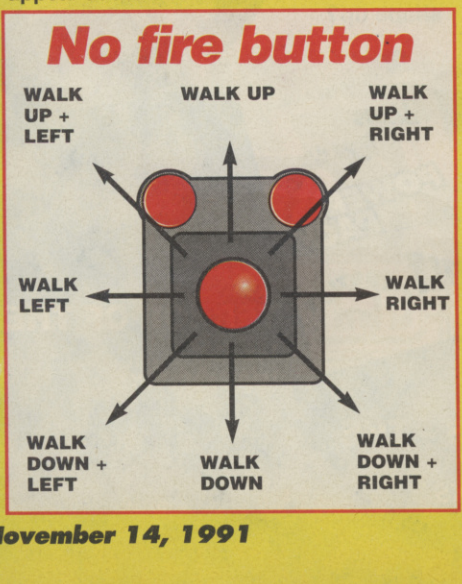
IMAGEWORKS

April has got herself into trouble again. Fortunately, it's the kind Donatello, Michelangelo, Leonardo and Raphael can save her from (as usual). But in this stonking demo of the new game from Imageworks (PowerTested elsewhere in this very issue), you don't quite have to go the whole hog. Nope, all you have to do is take your best shot at a decent chunk of the first level, which is a kind of left-to-right scrolly beat 'em up against ninjas and – erm, robots...

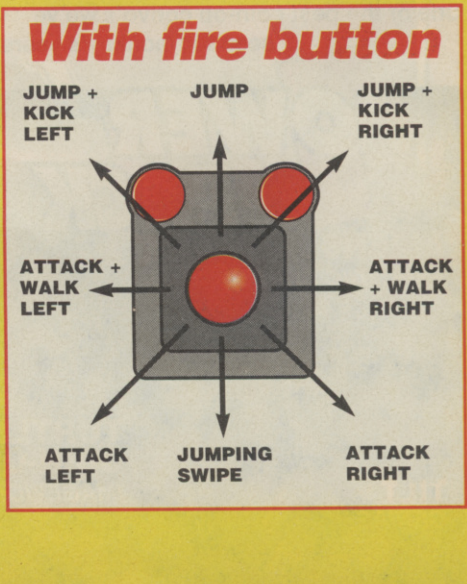
Taking one Turtle at a time, you've got to make your way as far as you can in the direction of the bad guys' hideout. Along the way, red, blue and purple suited ninjas will jump out, preventing you from progressing further until you've duffed them up. Red dressed dudes are the easiest type to defeat; blue are the hardest. There's only one colour of robot. These appear at the end of the demo and are harder than anything. Honest. Oh, and watch out for the huge balls which come trundling down the stairs. They've got your name on them!



The heat is on in the new *Turtles Coin-Op* game. Unfortunately, it looks like this here hero has burned out. Goodness gracious, great balls and fire...



No fire button



With fire button

al 'Hold down SHIFT and press RUN/STOP' method. Got it?

ALIENS

ELECTRIC DREAMS

This is the scariest game we've ever put on our cover tape. In it, Ripley, Hicks, Vasquez, Gorman, Burke and Bishop attempt to work their way through the colonists' base to the alien nest where the queen lays her eggs. You control all six characters as they explore the base, room by room. Each character can be selected by pressing the appropriate key. These are: R for Ripley, G for Gorman, V for Vasquez, H for Hicks, B for Burke and I for Bishop the 'droid.

Once you've selected a character, moving the joystick left and right spins the view of the room (you can turn right around on the spot). To move through a door, locate the door with your sight and 'open' it by hitting fire and blowing a large hole in it. Hit the space bar to move into the next room.

Attacks

When one of your characters is attacked (and not necessarily the one you're controlling), their name flashes and you'll hear a warning sound. You have a few seconds to react when you're attacked, so don't panic. Select the character in trouble and either get him out of there pronto or get the alien in your sights and blast it a few times. When aliens die, they sometimes leave pools of acid blood which also needs a good blasting.

Gunky walls

The aliens keep papering the walls with gunk, even in rooms you've cleared before. Blasting at the gunk reveals the original layout, including any doorways that may have been obscured, but it's a drain on your ammo. Ammo can be replenished by entering the armoury – once you've found it!

Dark rooms

Some of the rooms have been plunged into darkness by the black bipeds. You can only make out a little detail in these rooms, but there's normally enough light to make out a door (if it hasn't been gunked). If there's an alien in the room, there are two courses of action you can take. Run for nearest doorway (you may find yourself in another room with a beastie in it, but the chances of that room being in darkness as well are slim), or let loose a couple of shots, while scanning left and right. This isn't as stupid as it sounds because you normally have long enough to see the alien and destroy it. Firing a couple of shots lights up the room enough to see more detail.

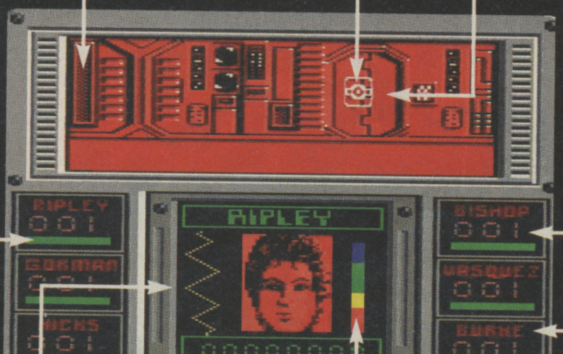
Exhaustion

As your marines peg it from room to room they grow tired. Each marine has a green stamina bar, and if this runs down to zero, the character's knackered and can't even defend if attacked by an alien. Leave a character to rest and he or she will be back on form in a couple of minutes. Even when the bar hasn't quite reached zero, an exhausted character moves oh-so-slowly. The bar flashes at this stage and, unless that marine is under attack, it's best to let them rest a while.

Directing the team

A selected crew member can be told to move up to nine rooms at once in a given direction. To do this, type any number from 1 to 9, then immediately type a direction key (N for North, etc). Then select a different member of the team and the one you've given the orders to will move off. Team members stop upon reaching a dead end, a locked door, acid blood or becoming exhausted. And remember, things are difficult enough without having people run off into the dark. Alone.

Happy hunting



The view scrolls all the way round when you move the joystick left or right

Aim your Smart Gun with this floating target controlled by joystick movements

Doors are normally closed to begin with – a single shot opens them

The green stamina bar shortens as you move about. It flashes when a character becomes exhausted

Room numbers tell you where each character is at any time. Note that you don't actually see characters in the same room as you

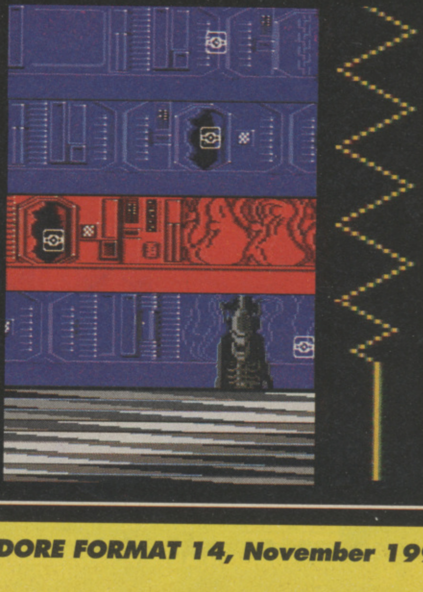
The life sign indicator flattens out when you get eaten

An overall score appears in this window

The ammo indicator represents about 20 shots

The name tag flashes yellow when an alien attacks

In this sequence, Ripley runs off on her own. By the time she gets to room 004 you can see alien gunk all over the walls. Not stopping to investigate, Ripley explores one more room and meets an alien. Her camera suddenly goes dead. That means it got her. Soon she'll give birth to another alien herself. (*Yuk! – Ed.*)



Stay frosty in COMMODORE FORMAT 14, November 1991

TILT

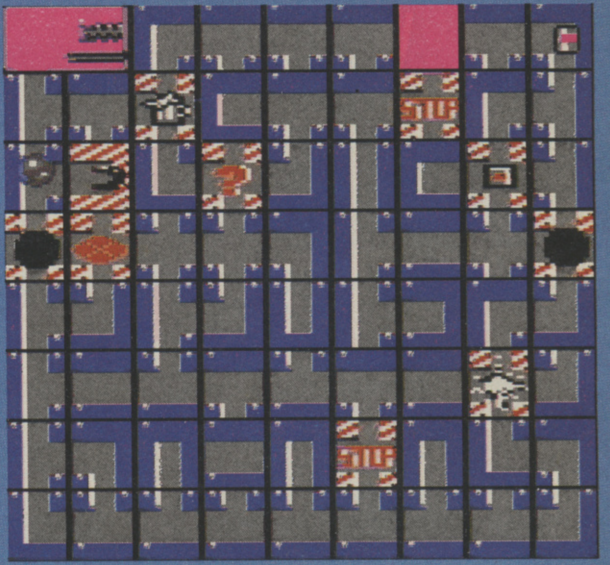
GENIAS

Got your brain in gear? Right, off we go. This challenging little puzzler sets you the task of helping a little metal ball reach its destination by shuffling a mosaic of tiles. Each tile carries a grey pathway along which the ball rolls and by sliding the tiles along and aligning the paths, you can effectively guide the ball where you want it to go (in theory at least!).

Only tiles adjacent to the purple square can be moved so, for instance, if you wanted to shift the 'STOP' sign in our screenshot, you would push up (or forward) on the joystick. Got it?

Once the ball plops into the purple plunger at bottom right you've finished the level, but this must be done within the time limit!

Tiles carry several different features such as slow down, speed up and bonus points. You'll have to experiment with most of them, but the black holes are transporters and the red blob is instantly fatal – so beware!



TERROR OF THE DEEP

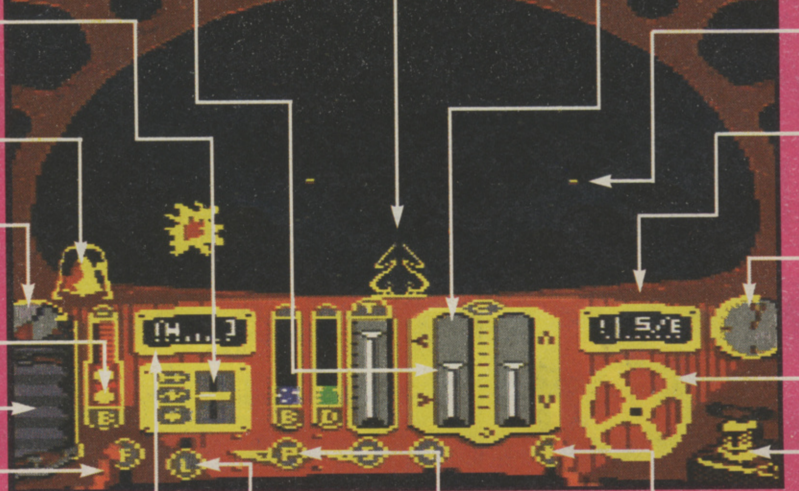
IMAGEWORKS

This strange arcade adventure involves a Victorian submersible, aquatic aliens and the legend of Loch Ness. Alien creatures have somehow found their way to Loch Ness, home of the fabled monster. Though the era is Victorian, you get to play the role of a scientist/investigator-type who has access to a primitive but remarkably versatile one-man submarine. Your mission is to find out exactly what's going on. (Hint: follow the fishes).

When you take this sub for a dip, it's all hands to the pumps. Nothing will work at all unless you have electricity and the only generator on board is human-powered (slowly waggle the 'stick up and down). You also need to operate the oxygen pump as well (more up 'n' down waggling). Then there's the task of learning how to control the craft – t'ain't easy but the instructions below should explain everything you need to know about steering and orientation of the vessel.

The tricky part is keeping the alien critters off your hull. They're attracted by your craft and cling to the hull whenever possible. If you let them hitch a ride, it'll be a short one because their clinging eventually destroys the ship (and you, too). You have to periodically check all the way around the hull and use the electrifier to kill any clingers. However, both the electrifier and spinning the hull drain current like nobody's business. That's it really. Get underwater and get to it!

Sussing out your submersible



Move forwards or backwards by raising or lowering Thrust

Aim your spears at aliens through this sight

Steer left or right and change orientation

Select spears, bombs or the electrifier

The bell rings when you're running too low on air

This meter tells you exactly how much air you have left

The bomb meter keeps you aware of your sub's deadly payload

And you can replenish your air supply by working this pump

This finger always stays on the fire button, responding to your clicks

Follow the little fishies and you're home and dry (almost)

The dial tells you how much electrical energy you have left

Time passes ever so slowly under the waves by this clock

Turn this wheel to generate electricity

Pull this plunger to prime bombs. Find the aliens, drop 'em and push to detonate

Your heading is indicated on this compass

This switch operates the searchlight on the sub's hull

P causes you to rise or sink. S activates alien-scaring klaxons. Above are Ballast and Depth gauges

Pressing one of these buttons turns the viewer 90° left or right

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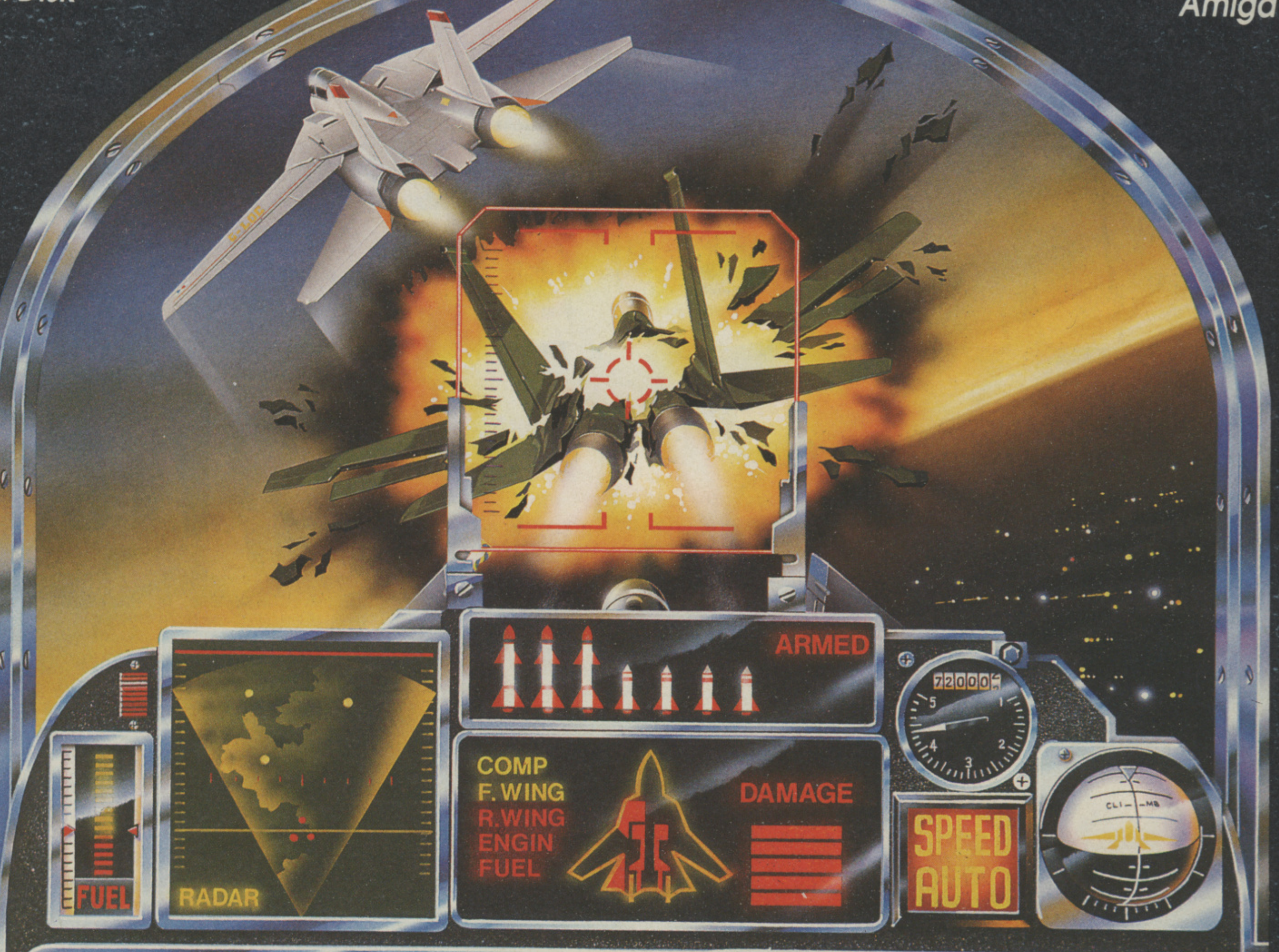
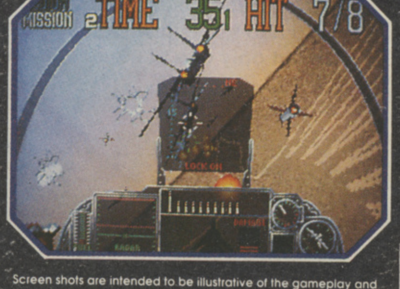


Screen shots from Coin-Op version.



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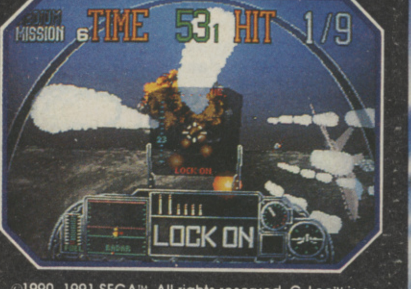

Screen shots are intended to be illustrative of the gameplay and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer's specifications.

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EARLY
WARNING!

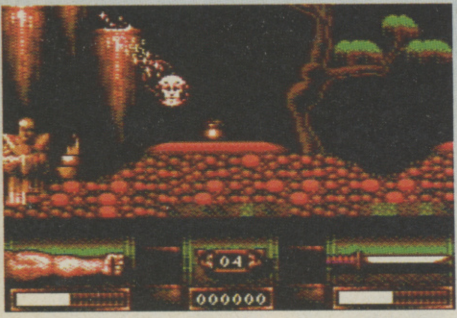
A co-production from Vivid Image and Imageworks spends nine months under secret development so CF investigates. Plus we bring you the first visuals from long awaited G-LOC and Cisco Heat convos.

But we start by asking, when is a samurai first? The answer all depends on whether you try to put it into words, as Vivid Image explained

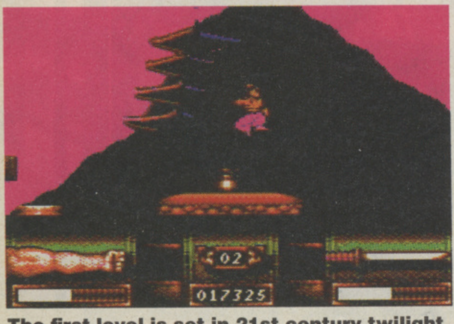
FIRST SAMU

When *CF* went to see Mev Dinc and John Twiddy at the Vivid Image HQ to hear all about their new game, one of the first things they told us was that you can't actually have a first samurai. Er, sorry? 'Well,' said John, 'we contacted the Japanese Embassy to ask them how they would write "First Samurai" in their language. But they said you couldn't say that. The thing is, all samurai are equal, so there's simply no way of saying it.'

Well, what about the first samurai you see when you get up in the morning? Nope. You'd just see 'samurai'. Apparently. 'We're sure there was a loss of communication somewhere,' explained Mev. Well, that's got that straight. Nearly. 'There was a bit of a joke in the idea of calling it *First Samurai*,' admitted John, referring to the fact that it was Vivid Image who developed *Last Ninja* for System 3. 'But we wanted to write a ninja game for ourselves,' Mev told me. But whereas ninja are generally perceived as the dodgy geezers who go creeping around rooftops at night, samurai are the kind of people who take on fearsome foe for the sake of honour. They're good guys. And that's why Vivid Image decided to do the game. Mev confessed to one other source of inspiration: the Frank Miller comic, Ronin, which was about a samurai warrior who travelled through time. But that's all the game and the comic have in common.



The only way to travel. *First Samurai* begins with a warrior from ancient Japan sent to the 21st century to fight a demon



The first level is set in 21st century twilight. The background details look more like the Japan of history books, though

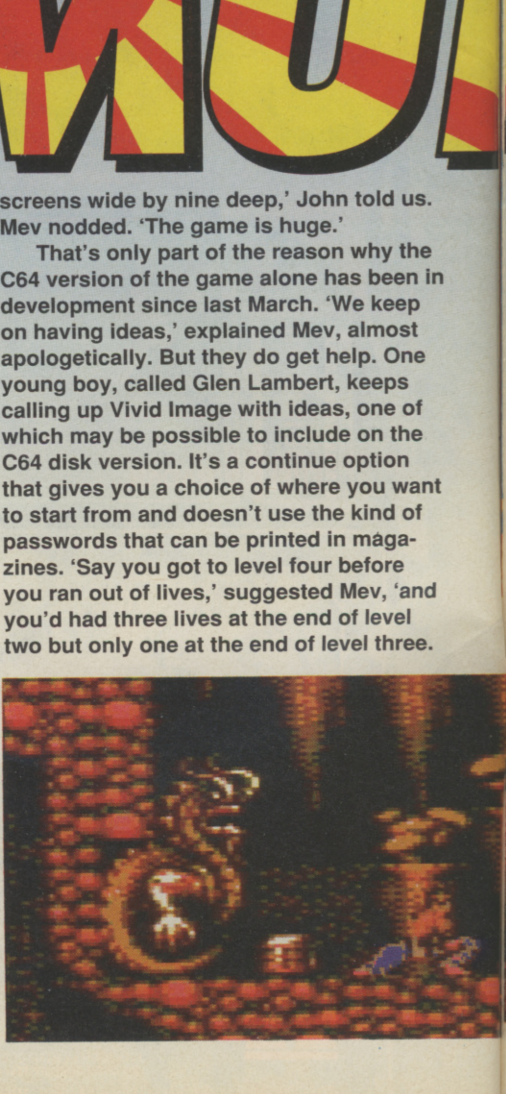
The scenario is this. A demon prince has begun to terrorise villagers from medieval Japan. The task of de-railing this dastardly demon falls to you. But the demon dodges confrontation by nipping off into the future. Luckily, you're on good terms with a wizard who knows all about time travel. So before you know it (before the game even starts), he sends you after that evil extra-planar type creature.

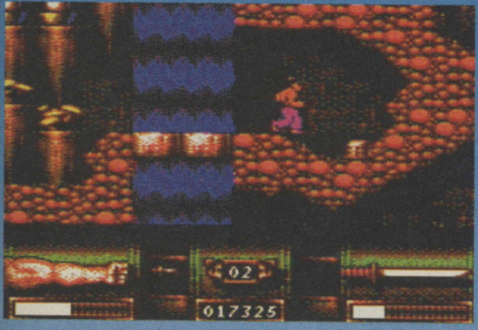
So you get gobsmacked by some very strange scenery indeed. It's all a cross between a stylised version of traditional Japanese landscape features like ornate bridges and pagodas and hypothetical ultra hi-tech stuff, from bullet trains to Bladerunnery penthouse apartment blocks and more girders than you could squeeze out of a can of Irn Bru.

When the time travel ticket drops you off, you're out in the country with nought but ye pants. So, without the aid of a street guide, you have to find your way to the demon's lair, taking on all manner of monsters dreamed up by the demon along the way.

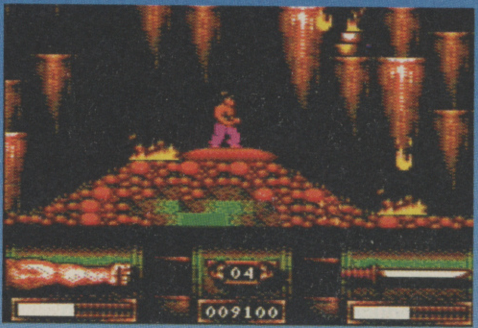
The levels are massive and several are loaded in one go. 'The first load is 17 screens wide by nine deep,' John told us. Mev nodded. 'The game is huge.'

That's only part of the reason why the C64 version of the game alone has been in development since last March. 'We keep on having ideas,' explained Mev, almost apologetically. But they do get help. One young boy, called Glen Lambert, keeps calling up Vivid Image with ideas, one of which may be possible to include on the C64 disk version. It's a continue option that gives you a choice of where you want to start from and doesn't use the kind of passwords that can be printed in magazines. 'Say you got to level four before you ran out of lives,' suggested Mev, 'and you'd had three lives at the end of level two but only one at the end of level three.

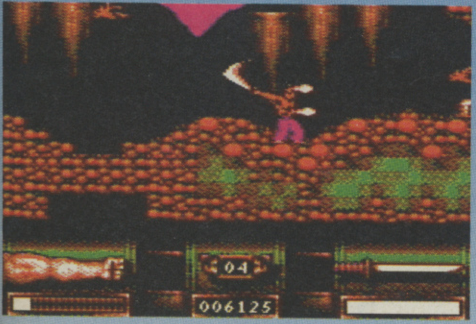




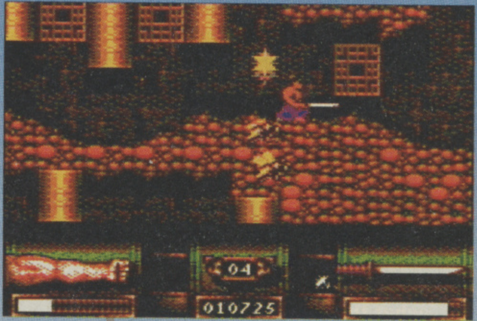
Ooh, a chest. Think I'll have a gander at that. Chests contain food, magical items and different kinds of weaponry



The volcano blocks your way, spitting fatal gobs of lava. Only the wizard can help you here. But how?



The little white blobs are the spirits of defeated foe, their mystical energy is now yours. And that blur on the sword is for real



Discovering how to get into the caverns on the first level is a major step towards completing it, but the creatures there are vicious

RAI

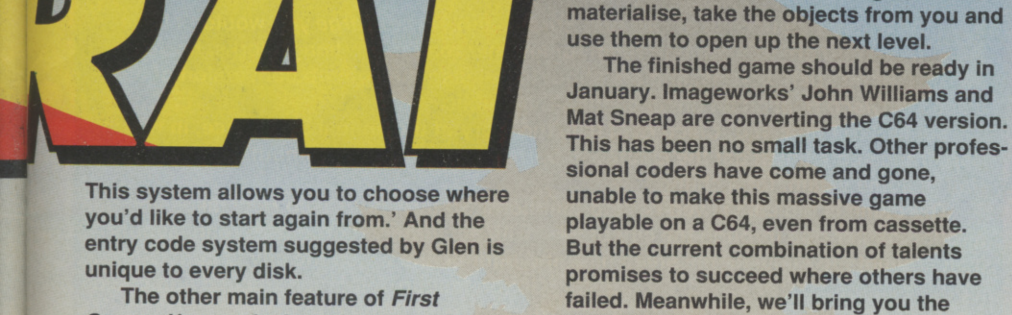
This system allows you to choose where you'd like to start again from.' And the entry code system suggested by Glen is unique to every disk.

The other main feature of *First Samurai* is mystical energy. Every time you kill a creature, its spirit leaves its body and flies into yours, building up your mystical energy level. When you have enough, a magic sword appears in your hand, enabling you to do even more damage unto your foe. You can use excess energy to fill pots carefully placed throughout the levels as restart points (which pots you recharge are up to you). Mystical energy also allows you to see and pick up otherwise hidden magical devices that help you finish the game.

Your old wizard mate keeps showing up just when he's needed. He'll give you clues and, when the time is right, he'll materialise, take the objects from you and use them to open up the next level.

The finished game should be ready in January. Imageworks' John Williams and Mat Sneap are converting the C64 version. This has been no small task. Other professional coders have come and gone, unable to make this massive game playable on a C64, even from cassette. But the current combination of talents promises to succeed where others have failed. Meanwhile, we'll bring you the complete first level on our PowerPack very soon and the PowerTest will follow when we get our hands on a finished copy. Until then, you're going to have to be happy with these fantastic glimpses of the first level. Ain't life tough, sometimes. Still, as John or Mev could have said, it's only a matter of time travel.

Game	**First Samurai**
Publisher	**Imageworks**
Release	**Late January**
Contact	**071 928 1454**

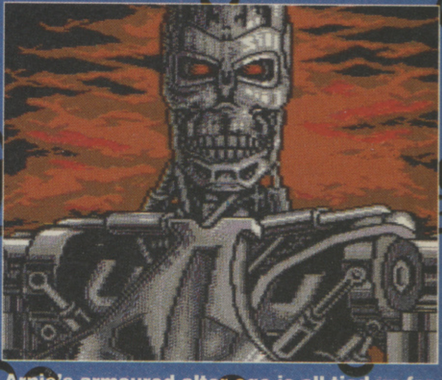


The mouth-watering animation includes some stunning waterfalls (some of which you can walk behind), fire breathing statues and of course, Mr Agile himself

SNIPPETS

TERMINATOR DEAL

Ocean have signed a deal with Commodore to have *Terminator 2* included on cartridge with Commodore 64 packs sold this Christmas. In addition to *T2*, Domark have contributed a graphics package called *Image System* and music making software by the name of *Modern Music Maker*. Even though the old C2N won't be included again, all the software comes on cartridge, making the bundle the best ever. Probably.



Arnie's armoured alter ego is all tied up for Christmas but at what cost?

DIXONS DOUBTS

However, The C64 is going back up in price to £119.99, even though it only dropped from that price to £99 during the summer. In response to this, Dixons, the major C64 stockist for most of the machine's history, has announced it might now drop the C64 from its shops this Christmas. Alan Dickinson, who is somebody very important indeed at Dixons, said 'getting *Terminator 2* in there is a good move' but added that the price had 'been going up and down like a yo-yo.' Come on, children. Don't fight.

CUT COST CARTS

Ocean have announced that they intend to drop the average price of a cartridge game from £19.99 to £14.99 immediately. This is brilliant news, of course, especially for owners of the C64GS, the ill-fated console Commodore only launched just over a year ago. We hope the move will catch on. But what we really want to know is, why did no-one do this a year ago?

BOXED FORMAT

Future Publishing, the company which brings you *Commodore Format* has come to an agreement with Commodore which means that there'll be a special issue of *Commodore Format* in every new C64 Commodore produce. This means we can meet new C64 owners as soon as they open the box! We're *that* sociable. Worth buying a new C64 just for the mag. Maybe.

G-LOC

If we asked a random selection of C64 gamers which coin-op they thought wouldn't (or couldn't) be converted to the 64, you can bet your life that Sega's *G-LOC R360* would be somewhere in the list.

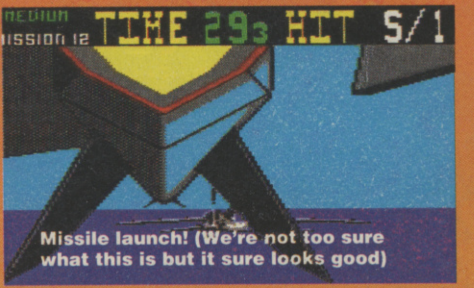
For those ground-huggers out there who have never seen the slottie, *G-LOC* is a mega air combat sim, much in the vein of *After Burner*. Sega's sprite-shifting routines are used to good effect for the rolling landscape, but there's also a large dose of solid 3D vector graphics thrown in for sequences where the plane zooms in and out of the screen, such as the dogfight sequence. When you've got a bogey on your tail (yuk) the point-of-view moves smoothly from the cockpit to a rear view of the following plane – all in 3D. Here your weapons are useless – it's up to you to take effective evasive action using your superior flying skills.

An amazing intro sequence (nicely reproduced on the 64) details the tech specs of the plane and weaponry, the 'lock-on' system (for your homing missiles) and how to control the blighter.

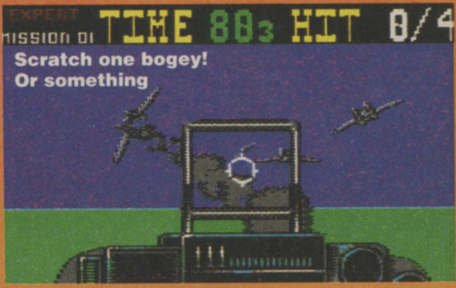
Much as this all sounds terribly impressive and particularly un-convertible, from our early demo it would look like US Gold – courtesy of Images Software – are giving it a damn good bash. The pictures here are from their rolling demo and while some of the action screens are only mock-ups, they should be identical to the real thing. We've seen the game in action and it's looking surprisingly good.

The C64 version of *G-LOC* should be winging its way towards you before the Chrimble hols get into gear (you know, just after the Easter eggs go on sale).

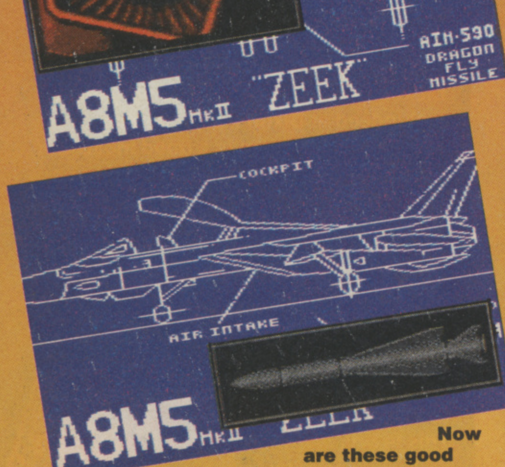
Game	**G-LOC R360**
Publisher	**US Gold/Sega**
Release	**November**
Contact	**021 356 3388**



Missile launch! (We're not too sure what this is but it sure looks good)



Scratch one bogey! Or something



Now are these good intro screens... Or are these good intro screens? (Well, we like 'em)

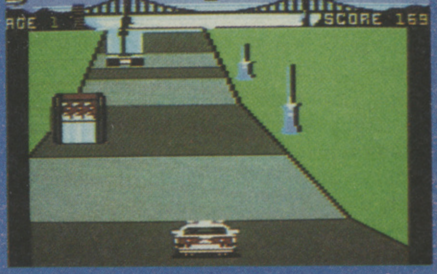
CISCO HEAT

Following the success of *Out Run Europa* and *Turbocharge* you wouldn't have thought there was enough room for another road racer. Imageworks, however, have no such worries, and are about to unleash the coin-op conversion of Jaleco's *Cisco Heat* on an unsuspecting C64 public.

Set in San Francisco, *Cisco Heat* tells the story of the annual SFPD race, in which San Francisco's finest get the chance to burn around the town without being on the trail of some villain, for a change.

The game is typical viewed-behind-the-motor 3D fare, but *Cisco Heat* takes you on a rollercoaster ride through the city of SF – with accurately reproduced road layouts – as it attempts to simulate the steep hills and tight bends which the city is famous for. Go too fast up Telegraph Hill and you could find yourself flying into the bay!

In the mean time, there's a bit of a mini-compo going on between Future Publishing's games mags. The best *Cisco Heat* driver wins a coin-op to give away in a mag competition. Stevie J will be playing for *CF* and if he doesn't win he'll get duffed.



The heat is on for Jaleco's cop-car coin-op. Pack your travel sickness pills, guys

Game	**Cisco Heat**
Publisher	**Imageworks**
Release	**Late November**
Contact	**071 928 1454**

SNIPPETS

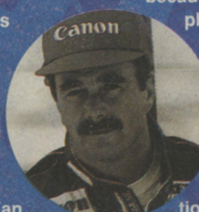
Gremlin have secured the racing licence of the decade in the shape of Nigel Mansell. Good ol' Nige will be adorning packaging the length and breadth of this sporting nation some time in '92.

Gremlin are keeping precise details under wraps (probably because they haven't got them yet), but it's pretty definite that it's going to be a racing game. And probably about Formula One racing at that.

Racing fans should also look out for Gremlin's new compilation. Chart Attack – Volume 1 includes *Lotus Esprit Turbo Challenge*, *Supercars*, *Ghouls 'n' Ghosts*, *Impossamole* and *Cloud Kingdoms*.

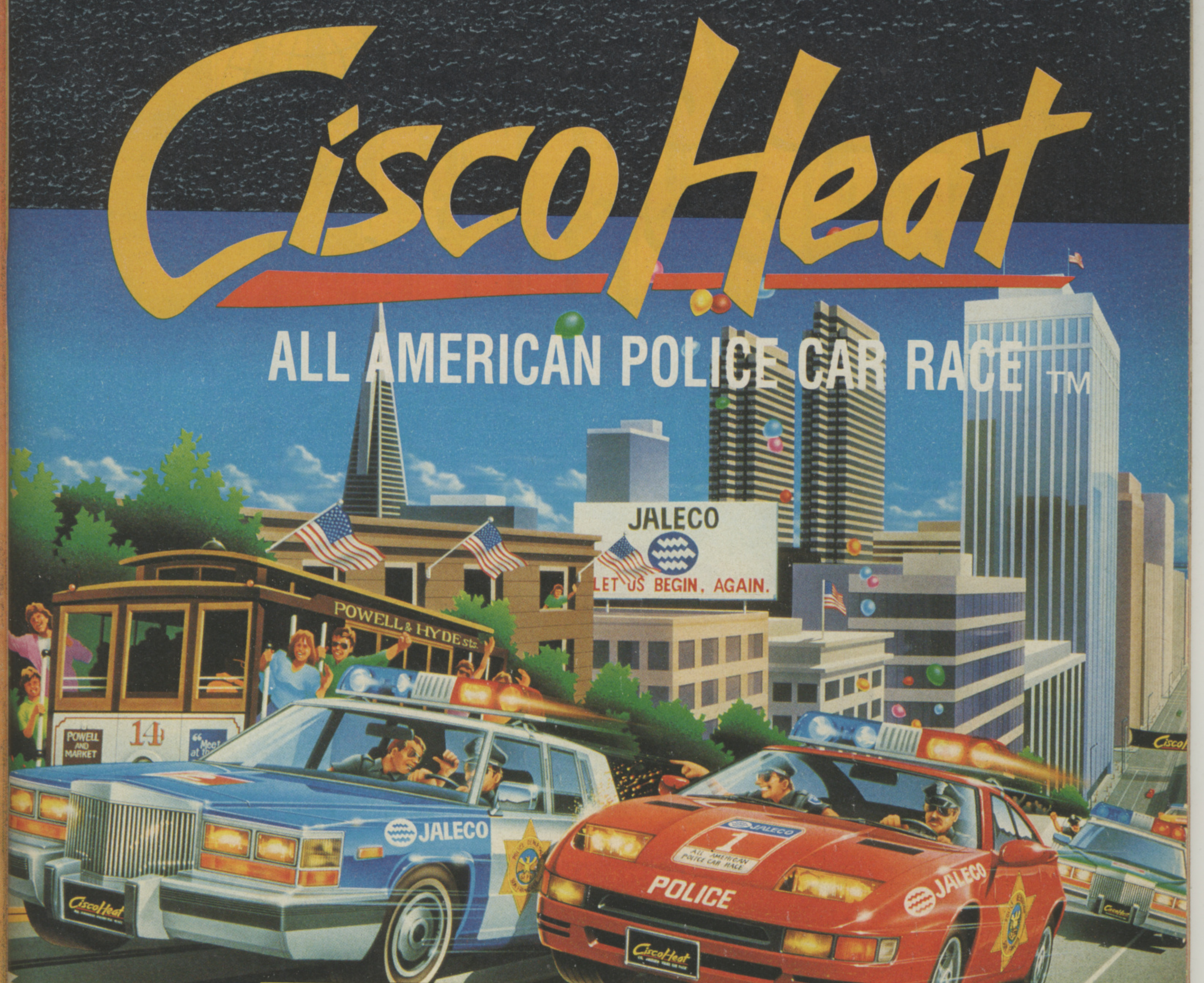
10 THINGS YOU DIDN'T KNOW ABOUT GOOD OL' NIGE

1) His best friend and golfing partner is Greg Norman.
2) Oh yes, he plays golf a lot.
3) He is a part time policeman (well, he used to be anyway).
4) During his racing life he has broken his ribs, legs, ankles, arms and back. But not his moustache.
5) He owns a helicopter, two Ferraris (an F40 and a Testarossa), a £3M house on the Isle of Man and a home in America (a big one in California, probably)
6) He's selling his house on the Isle of Man because he built a massive windbreak without planning permission and the council told him to knock it down.
7) He's never won the World Championship. Ever.
8) He's had a moustache for quite some time now.
9) The Italians call him 'Il Leon' (the lion) for his gritty spirit and determination while behind the wheel of the Formula One Ferrari car.
10) The Brits call him 'Good ol' Nige'.



Cisco Heat

ALL AMERICAN POLICE CAR RACE™

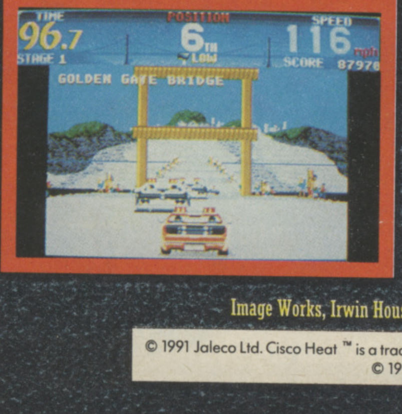

JALECO
LET US BEGIN, AGAIN.
POWELL & HYDE sts
POWELL AND MARKET
14
JALECO
Cisco Heat
POLICE
JALECO
1
ALL AMERICAN POLICE CAR RACE
Cisco Heat

It's that time of year again. The centre of the city has been cordoned off in readiness for the annual police race.

Take the wheel of your high powered police car as famous areas of San Francisco flash by with exciting realism . . . The Golden Gate Bridge, Fisherman's Wharf, China Town and many more; as you head for the finishing line at Treasure Island.

With 5 levels to tackle, only the top class drivers can make it - **so hit the gas pedal and race for glory.**

image WORKS


TIME 96.7
POSITION 6TH LOW
SPEED 116 mph
STAGE 1
SCORE 07970
GOLDEN GATE BRIDGE

Cisco Heat
POLICE
JALECO
POLICE

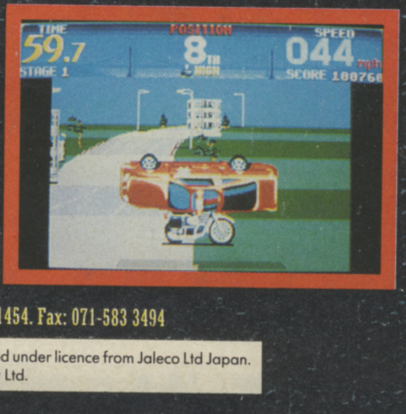

TIME 59.7
POSITION 8TH HIGH
SPEED 044 mph
STAGE 1
SCORE 100760

Image Works, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454. Fax: 071-583 3494

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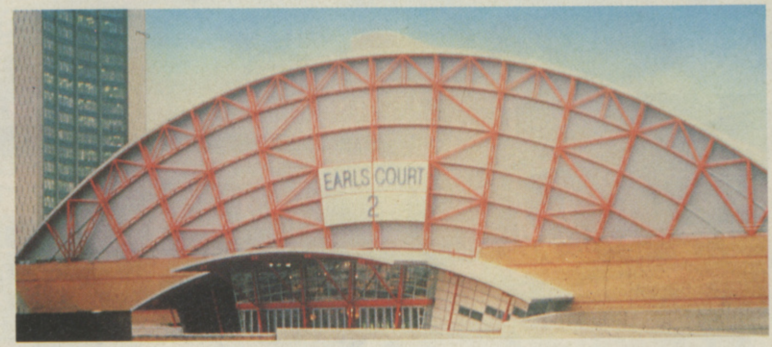
WORLD OF COMMODORE

AMIGA FORMAT presents
World of Commodore
15 - 17 November 1991
Commodore

If you own a machine with the word 'Commodore' inscribed on it anywhere, then there's only one show to attend this year. For four days, from Thursday 14th November through to Sunday 17th, Earls Court 2 will be overflowing with Commodore games, machines and peripherals. There'll be famous celebrities, famous programmers, not-very-famous magazine staff and infamous junk food.

Jointly sponsored by Future Publishing and Commodore UK, the show – snappily titled 'Amiga Format Presents World Of Commodore' – will be bringing you all the best in, well, the world of Commodore. And that includes the best Commodore mag in the world (*CF*, dummy). There'll also be a couple of 16-bit mags trying to get in on the act, including *Amiga Format*, *Amiga Shopper*, *Amiga Power* and *PC Format* yawn, zzz... (But we all know who'll be stealing the limelight, right readers?)


Just in case you can't recognise it, here's Earls Court 2 in all its glory

STAGE CREW

There are a couple of question and answer sessions where the *CF* crew – Steve, Sean and Andy – will make fools of themselves on stage trying to fend off questions about anything C64 related. Why not trot along to the Future Publishing stand and shout abuse? The veggies will be embarrassing themselves on stand D2, which is right in front of the main doors and not a million miles away from the Ocean stand. (Now that one you *won't* miss!)

As well as *CF* (though who could want more?) the show itself has a huge amount of exhibitors, arcade machines (many on free-play), competitions and even some virtual reality machines. And although the Amiga will be the star of the show, C64 owners should still hunt down the following stands:

DOMARK – More Tengen fun and frolics are in evidence, with *Race Drivin'* (the follow-up to *Hard Drivin'* – should be better) and *Pit Fighter*, the oily-body beat 'em up. Nostalgia fans should seek out *Super Space Invaders* – the conversion from Taito's souped-up Invaders machine. And to coincide with the Rugby World Cup comes *World Cup Rugby* – heralded as the *Kick Off* of the Rugby field.

TIB – Regular *CF* readers will know to be on the look-out for TIB's new 3.5" disk drive. This clever device plugs into the cart port and can load a 64K game in around six seconds! Take a peek (and take some money, 'cos you'll want one!).

ICPUG – The Independent Commodore Products User Group will be there, and if you ask them nicely they might answer a few of your questions (or at least give you the name of a man who can).

MIRRORSOFT – The Imageworks label will be showing its wares, with previews of no less than five new titles including: *Turtles – The Coin-op*. You should know all about this by now. If not, turn to page 32 for the review! Race fans should look out for Jaleco's street-burner coin-op *Cisco Heat*, which pits your driving skills against the hills and bends of San Francisco. *Devious Designs* is the long-awaited (and very weird) arcadey logic-puzzle game from Bob Stephenson and Peter Baron (great things are expected of this). *First Samurai* is the stonking martial arts game from the Vivid Image/Imageworks boys (previewed on page 10). And finally you should be able to see *Legend* – a new arcade adventure by the guys who coded *Bloodwych*, with *Dungeon Master*-style graphics and a whole world to explore!

OCEAN – The massive Mancunian software house will no doubt have one of the loudest and glitziest stands so there'll be no missing it. It's also highly unlikely that you'll be able to ignore their latest titles *(none of which need a lot of explanation): Bart Simpson Vs The Space Mutants, Smash TV, Terminator 2, WWF (World Wrestling Federation), Toki*, the 3D vector graphic combat simulator *Battle Command* and – who knows – maybe, just maybe, *Robocop 3*.

MINDSCAPE – Just the one from Mindscape, that being the ever-green *Captain Planet*. Defend the Earth from the dreaded pollutoids by using ozone-friendly hairspray and recyclable toilet paper. Or something. Check out the stand for the full low-down.

GREMLIN – The Sheffield crew aren't showing any C64 product, but their stand – a huge F1 pit area with tyres and cars – has a huge four-player *Lotus Turbo Challenge 2* set-up in which you can compete against other drivers to win some major prizes!

TV MEETS CD

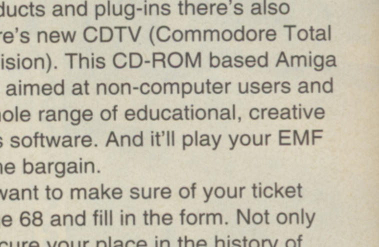
If you're looking to upgrade and want more information then Earls Court 2 is definitely the place to be. As well as about a million new Amiga products and plug-ins there's also Commodore's new CDTV (Commodore Total Dynamic Vision). This CD-ROM based Amiga machine is aimed at non-computer users and offers a whole range of educational, creative and games software. And it'll play your EMF CDs into the bargain.

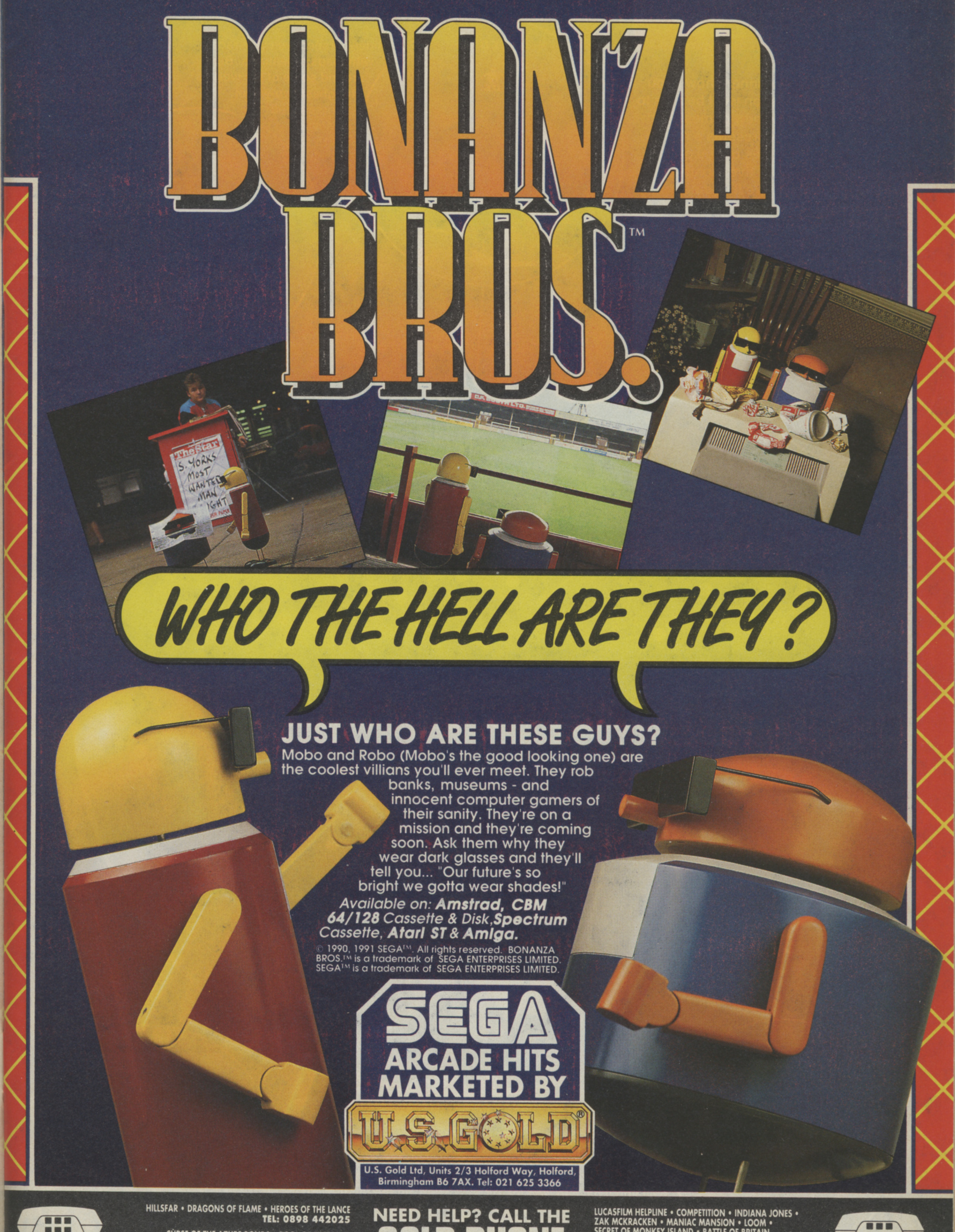
If you want to make sure of your ticket flick to page 68 and fill in the form. Not only will you secure your place in the history of Commodore, but you'll also save yourself some money. Good, huh?

We'll reporting on the event, once it's happened, but failing that we'll see you there!

CRASH GOES ZZAP!

Last month, a tragic accident befell 5,000 copies of *Commodore Format*. But it wasn't as bad as what seems to have happened to our main competitor. The *CFs* were in a van that crashed on the M6 and even now flap in the breeze somewhere along a deserted stretch of motorway. But ZZAP! 64 seems to have disappeared completely. It's not on the shelves this month, that's for certain. And as we haven't heard of any more paper pile ups, we think you should assume the worst. We're going to miss them bucketloads, so join us in a moment's silence for the sad departure of that old sizzler. Never mind, folks. If you were a ZZAP! reader you'll be pleased to find that we've taken on board those ex-ZZAP! diarists Steve and John Rowlands this issue. Wend your way to page 56 and carry on just as if nothing happened at all.





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*Available on: **Amstrad, CBM 64/128** Cassette & Disk, **Spectrum** Cassette, **Atari ST** & **Amiga.***

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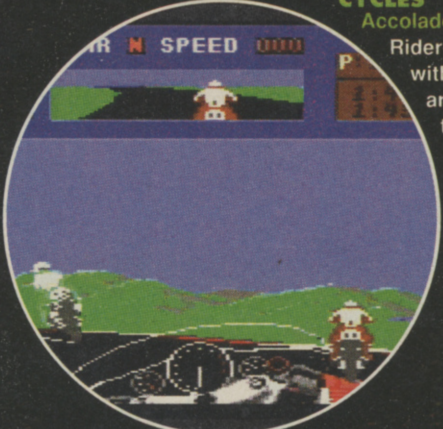
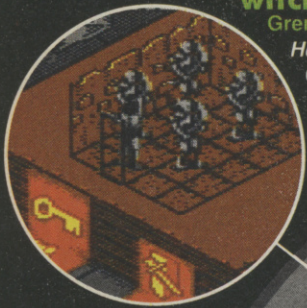
EARLY WARNING! SCANNER

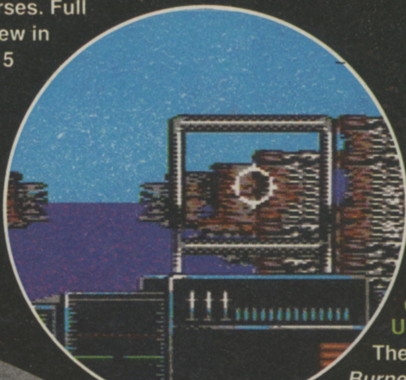
Our scanner shows you how soon we'll be able to review new games. Each ring represents a month, so games on the outer ring are five months away. We'll update them each month, so you can plan your purchases.



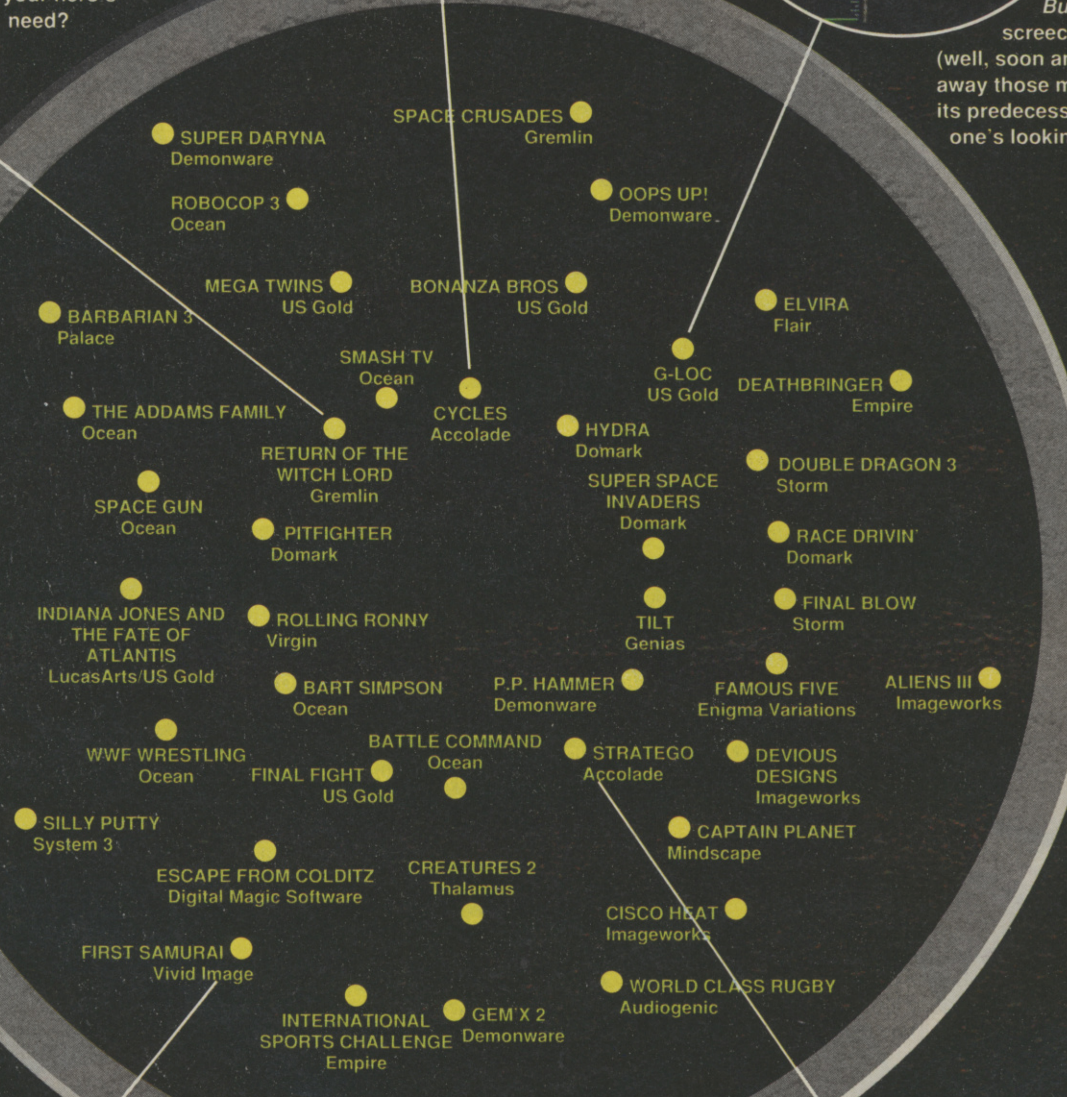
CYCLES
Accolade
Rider-perspective cycle racer with loads of features. Burn around some of the world's toughest two-wheel courses. Full review in *CF*15

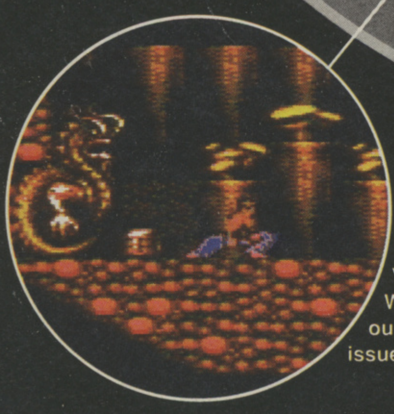


RETURN OF THE WITCH LORD
Gremlin
HeroQuest expansion pack. Could this be what your hero's need?



G-LOC
US Gold
The *After Burner* sequel screeches to a 64 (well, soon anyway). Wipe away those memories of its predecessor – this one's looking hot(ish)


SPACE CRUSADES Gremlin
SUPER DARYNA Demonware
ROBOCOP 3 Ocean
OOPS UP! Demonware
MEGA TWINS US Gold
BONANZA BROS US Gold
BARBARIAN 3 Palace
ELVIRA Flair
SMASH TV Ocean
G-LOC US Gold
DEATHBRINGER Empire
THE ADDAMS FAMILY Ocean
CYCLES Accolade
HYDRA Domark
RETURN OF THE WITCH LORD Gremlin
DOUBLE DRAGON 3 Storm
SUPER SPACE INVADERS Domark
SPACE GUN Ocean
PITFIGHTER Domark
RACE DRIVIN' Domark
INDIANA JONES AND THE FATE OF ATLANTIS LucasArts/US Gold
ROLLING RONNY Virgin
TILT Genias
FINAL BLOW Storm
BART SIMPSON Ocean
P.P. HAMMER Demonware
FAMOUS FIVE Enigma Variations
ALIENS III Imageworks
BATTLE COMMAND Ocean
WWF WRESTLING Ocean
FINAL FIGHT US Gold
STRATEGO Accolade
DEVIOUS DESIGNS Imageworks
SILLY PUTTY System 3
CAPTAIN PLANET Mindscape
ESCAPE FROM COLDITZ Digital Magic Software
CREATURES 2 Thalamus
CISCO HEAT Imageworks
FIRST SAMURAI Vivid Image
WORLD CLASS RUGBY Audiogenic
INTERNATIONAL SPORTS CHALLENGE Empire
GEM'X 2 Demonware



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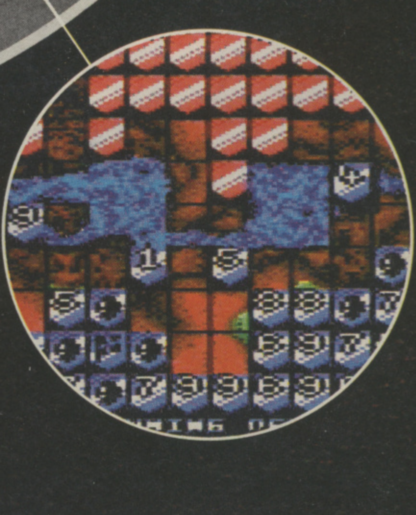

STRATEGO
Accolade
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COMMODORE FORMAT 14, November 1991 – scans really well

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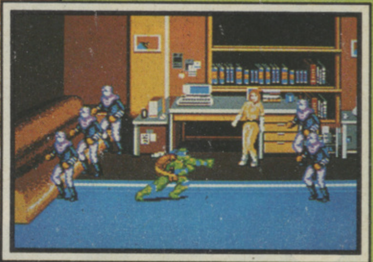

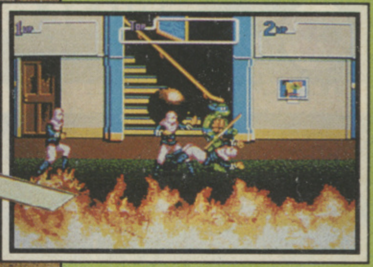

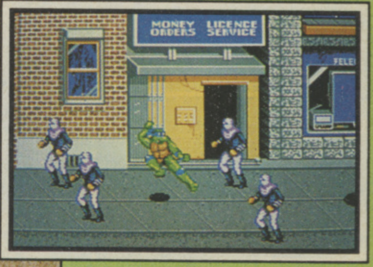

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The CHARTS

The definitive guide to the best-selling C64 games!

▲ GOING UP ■ NO CHANGE ▼ GOING DOWN ◆ NEW ENTRY ❖ RE ENTRY

FULL PRICE GAMES

1	■	**DIZZY COLLECTION**	Code Masters	NR
2	◆	**RAINBOW COLLECTION**	Ocean	It's a Corker!
3	■	**MANCHESTER UNITED**	Krisalis	58%
4	■	**CREATURES**	Thalamus	It's a Corker!
5	▲	**BIG BOX**	Beau Jolly	NR
6	■	**SUPREMACY**	Virgin	It's a Corker!
7	◆	**ROD-LAND**	Storm	82%
8	■	**S.C.I.**	Ocean	76%
9	▲	**HEROQUEST**	Gremlin	It's a Corker!
10	❖	**TEENAGE TURTLES**	Imageworks	70%

BUDGET PRICE GAMES

1	◆	**NEW ZEALAND STORY**	Hit Squad	It's a Corker!
2	▼	**BUBBLE BOBBLE**	Hit Squad	It's a Corker!
3	◆	**DIZZY PANIC**	Code Masters	13%
4	◆	**SHINOBI**	Mastertronic	82%
5	◆	**MOONWALKER**	Kixx	NR
6	▼	**AMERICAN 3D POOL**	Code Masters	It's a Corker!
7	▼	**MAGIC LAND DIZZY**	Code Masters	NR
8	▼	**MULTIMIXX 1**	Kixx	It's a Corker!
9	◆	**QUATTRO SKILLS**	System 3	65%
10	▼	**DOUBLE DRAGON**	Mastertronic	NR

This chart is compiled by Gallup Ltd. © European Leisure Software Publishers

READERS CHARTS

(Top) Geeks: *Ed* 'n' Andy
(Bot) *CF* fave: *Speedball 2*

Yes, we know we haven't done this before, so instead of a Reader's Chart we've got a *CF* chart instead. DJ jazzy Jarratt and the thicky Dyer posse put their heads together and have come up with their top five games.

If you want your face and fave C64 games in this bit, send your list, your reasons and a little bit about yourself, plus a *nice* piccie to:

Reader's Chart,
Commodore Format, 30
Monmouth Street, Bath,
Avon BA1 2BW

1	**SPEEDBALL 2**	Imageworks	It's a Corker!
2	**CREATURES**	Thalamus	It's a Corker!
3	**TURBOCHARGE**	System 3	It's a Corker!
4	**SUPREMACY**	Virgin	It's a Corker!
5	**ROBOCOP 2**	Ocean	It's a Corker!

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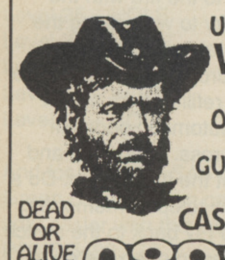

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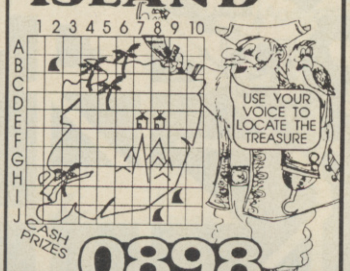
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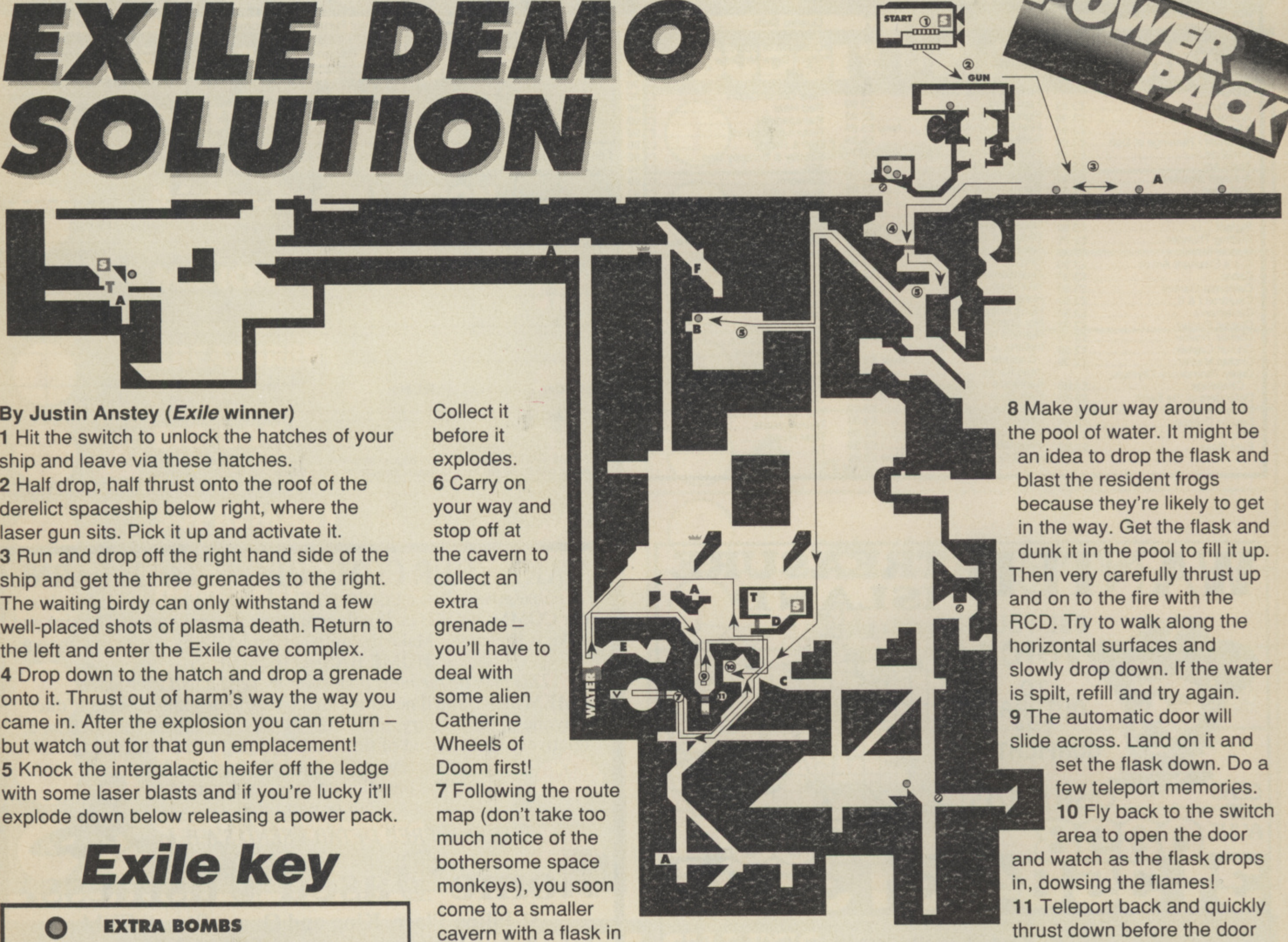
POWER PACK

EXILE DEMO SOLUTION



By Justin Anstey (*Exile* winner)

1 Hit the switch to unlock the hatches of your ship and leave via these hatches.

2 Half drop, half thrust onto the roof of the derelict spaceship below right, where the laser gun sits. Pick it up and activate it.

3 Run and drop off the right hand side of the ship and get the three grenades to the right. The waiting birdy can only withstand a few well-placed shots of plasma death. Return to the left and enter the Exile cave complex.

4 Drop down to the hatch and drop a grenade onto it. Thrust out of harm's way the way you came in. After the explosion you can return – but watch out for that gun emplacement!

5 Knock the intergalactic heifer off the ledge with some laser blasts and if you're lucky it'll explode down below releasing a power pack. Collect it before it explodes.

6 Carry on your way and stop off at the cavern to collect an extra grenade – you'll have to deal with some alien Catherine Wheels of Doom first!

7 Following the route map (don't take too much notice of the bothersome space monkeys), you soon come to a smaller cavern with a flask in the corner. Before you enter, do a few precautionary teleporter location memories (R) outside. Note: as the flask is moved toward the cavern entrance an automatic door is sprung and slides down blocking the way. To get the flask out, pick it up, thrust towards the doorway and throw it out. If you get trapped simply teleport outside and retrieve the flask.

If, on your first attempt, you're not quick enough and the flask gets stuck as well, make sure it's well away from the door before you teleport out. Otherwise the door won't open when you try and activate the door.

Once you have the flask, go out the way you came. Note: as you go through the door trigger area, you'll notice another similar door slides across over a fire to the left. That's where the RCD lies. Don't go there yet – you need to douse the flames first.

8 Make your way around to the pool of water. It might be an idea to drop the flask and blast the resident frogs because they're likely to get in the way. Get the flask and dunk it in the pool to fill it up. Then very carefully thrust up and on to the fire with the RCD. Try to walk along the horizontal surfaces and slowly drop down. If the water is spilt, refill and try again.

9 The automatic door will slide across. Land on it and set the flask down. Do a few teleport memories.

10 Fly back to the switch area to open the door and watch as the flask drops in, dowsing the flames!

11 Teleport back and quickly thrust down before the door closes. Get the RCD. And you've finished!

HOWEVER...

If you go off to the area on the far left you will not only discover an extra bomb but also a similar teleporter. if you activate it and go through you'll end up in a similar teleporter in the main part of the playing area. Release one of your grenades down into the lower half of the room where a dormant droid sits. The explosion should kill the droid and destroy the hatchway nearby.

The droid releases an object which you'll find to be an extra weapon – the 'Icer'. This is a lot more powerful than your original peashooter and makes short work of such tough meanies as those monkey creatures, who release two grenades, a power pack and a torch (all of which are useless in this demo).

Exile key

●	EXTRA BOMBS
▨	GUN EMPLACEMENTS
♛	FIRE
S	SWITCH (ALSO OPERATES TELEPORTERS)
T	TELEPORTER
▥	SWITCH OPERATED HATCHES
▬	AUTOMATIC DOORS
▬	LOCK & IMPASSIBLE HATCHES
A	BOTHERSOME BUDGIES
B	HOVERING THINGY-WOTSITS
C	GREMLIN
D	AUTOMATIC DROID GUARD
E	FURIOUS FROGS
F	MUTANT WASP

SAMARITAN'S CORNER

The regular bit of help we dish out to those of you who get really, really stuck. Aren't we great?

IMPOSSAMOLE

Impossagame. If the listing in *CF12* wasn't good enough for you, try the following: Enter your name as JUGGLERS on the high score table then play the game again and get another high score. You can then enter any of the following on the high score table for a variety of effects.

HEINZ – for three weapon power bars
ANNFRANK – restores energy
LUMBJACK – longer energy bar

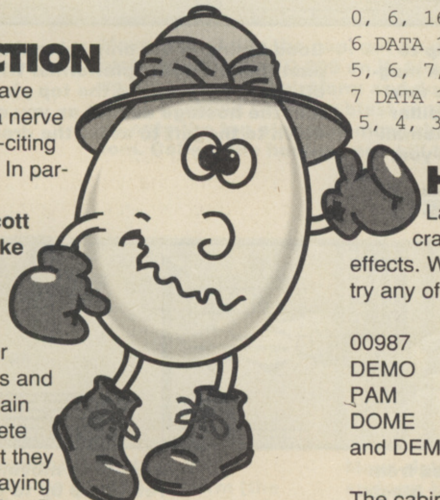
QUATTRO COMBAT

If you fancy yourself as a bit of a ninja, like **Alistair Baxter** from Clwyd, then you might like to try some of these codes for that wonderful Code Masters game, *Ninja Massacre*.

Level 5 – SNOW
Level 10 – BEER
Level 15 – STAG
Level 20 – BARD
Level 25 – HOLE
Level 30 – HUGE
Level 35 – EASY
Level 40 – WIDE
Level 45 – COLA

And for lovers of *SAS Combat Simulator*, the Green Beret section can be made considerably easier with this Action Replay POKE. POKE 5490,173

DIZZY COLLECTION



The Codies have really struck a nerve with their egg-citing *Dizzy* games. In particular **David Hodgson**, **Scott Davis**, **J Clarke** and **Lucian Nolan** are all at their wit's ends. Well our fabulous maps and solutions explain how to complete the games but they don't make playing them any easier. So, Action Replay owners, dig into these POKEs for infinite lives;

Dizzy – POKE15942,173
Fantasy World Dizzy – POKE9652,173
Magicland Dizzy – POKE9860,173
Fast Food – POKE20405,173
Kwik Snax – POKE37621,173

Those of you who don't have an AR cart should turn to page 30 for full POKE listings.

THE UNTOUCHABLES

Tony Penaluna kindly pointed out that when using the cheat printed in *CF*12, you can also press F5 for extra time. Stone the crows!

JACK THE NIPPER 1& 2

For fans of the first *Nipper* game, such as **Simon Musson** who requested help, type ZAPIT on the title screen, whereupon the border will turn white and an infinite supply of Jacks are yours.

And for the sequel, type in the following listing and RUN it. Again it's for infinite lives.

```
0 REM JACK THE NIPPER 2 CHEAT
1 FOR L=256 TO 297 : READ A :
POKEL,A : NEXT
2 SYS256
3 DATA 32, 44, 247, 32, 108, 245,
169, 19, 141, 134, 9
4 DATA 169, 1, 141, 135, 9, 76, 16,
8, 169, 32, 141, 114
5 DATA 6, 169, 1, 141, 115, 6, 76,
0, 6, 169, 238, 141, 170
6 DATA 199, 76, 16, 128, 1, 2, 3, 4,
5, 6, 7, 8, 9, 10, 11, 12
7 DATA 13, 12, 11, 10, 9, 8, 7, 6,
 5, 4, 3, 2, 1, 0, 32, 32, 32
```

HACKER 2

Last month's corking covertape code-cracking crusade boasts a few hidden effects. When prompted for a LOGON code, try any of the following:

00987
DEMO
PAM
DOME
TITLE
COVER
WAMI
GOMES
and DEMO PAM

The cabinet codes are:

RED 7
BLUE 1
WHITE 6
WHITE 50

And finally, the code for the safe is 07041776. Now get that Doomsday paper and make tracks sharpish!

THUNDERBIRDS

Gosh! How appropriate. This ties in quite nicely with the Thunderbirds re-runs on BBC2. **Simon Musson** (again) and **Tony Penaluna** wanted help, so here's a list highlighting the required equipment for each mission. FAB!

Mission 1: Alan – Lamp and oil can.
Brains – Torch
Mission 2: Gordon – Aqualung and American Express. Alan – Aqualung and radiation pills
Mission 3: Lady Penelope – Sleep spray.
Parker – Mouse and stethoscope
Mission 4: Virgil – Gun and shades. Scott – Shades and superglue

SHADOW WARRIORS

What do **Anthony Proctor**, **Gregg Powell**, **Aiden Dunnett** and **Brad Langford** have in common? Yep, they can't get anywhere on *Shadow Warriors*. No Problemo!

POKE 31185,173 – Infinite time
POKE 34665,234 – Infinite lives
POKE 25002,173 – Infinite energy

R-TYPE

Here's a short but ever-so-sweet listing for strugglers **David Dancy** and **Aron Baker**, which disables collision detection AND gives infinite lives.

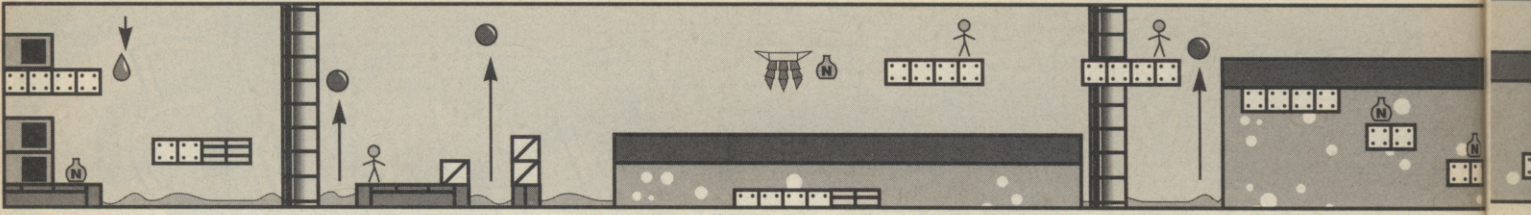
```
0 REM EASY R-TYPING
1 FOR A=384 TO 412 : READ B : POKE
A,B : NEXT
2 SYS384
3 DATA 32, 86, 245, 169, 144, 141,
110, 8, 169, 1, 141,111,8, 76, 14, 8
4 DATA 169, 173, 141, 157, 50, 169,
96, 141, 156, 49, 76, 18, 8
```

TURTLES

To be honest, our lean, green pizza-guzzling chums are not the hardest dudes around. So try typing PABLO on the high score table for a much easier game (not forgetting to hold down the CTRL key when you type the P).

Write to us at the usual address, no matter what you're stuck on and we'll have you finishing the game in no time. Ciao!

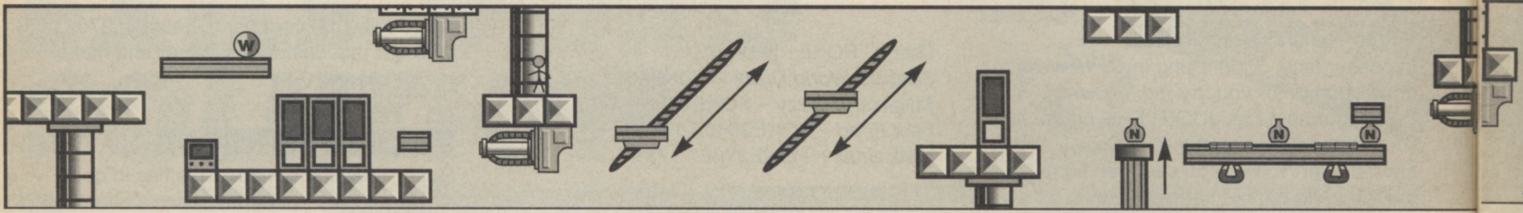
LEVEL SEVEN



Drop down to the lower platform to get the Nuke. Shoot the fat bazooka-bloke. Leap the gap and collect the villain. Use the springs to jump over to the crates. Time it so that you don't hit the deadly red spheres. Get to the top crate and jump up to the claw. Just as the claw reaches the green platform, waggle the joystick to make it drop you. Walk right a tad, jump to collect the Nuke, then use the springs to reach the top platform.

Collect the villain. Then shoot once only, so that the baddy dies but the second villain doesn't. Leap onto the next platform and collect the second villain. Leap down to the next platform on the right avoiding the red sphere.

LEVEL EIGHT



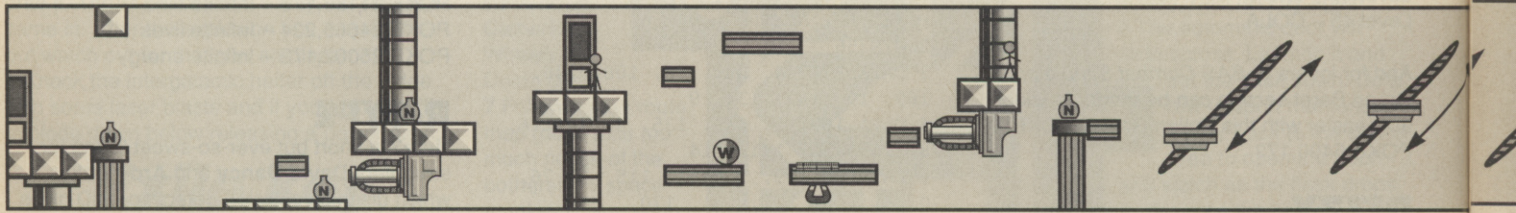
Jump right onto the top platform to collect the weapon. Then duck to avoid the blast from the big gun at the top. Wait until the big gun at the bottom has blasted then drop down. Quickly move right and jump up onto the small platform. Jump up and right onto the big platform and collect the hostage.

Timing is vital here. Leap onto the first diagonally moving platform. Then leap onto the second one. Start firing immediately. Kill the ED-209 that has appeared to your right. Leap onto the platform where the ED-209 was. There's a cannister of Nuke on the pillar to your right. Don't stop on the pillar or it will shoot up to the top of the screen and crush you to death. Simply jump onto the pillar and immediately jump off it again to the right.

ROB

Not a moment to soon,* Andy, Lam *and* Steve *steal some pages to bring you the final instalment of our* Robocop 2 *solution. So use it. And stay out of trouble

LEVEL NINE

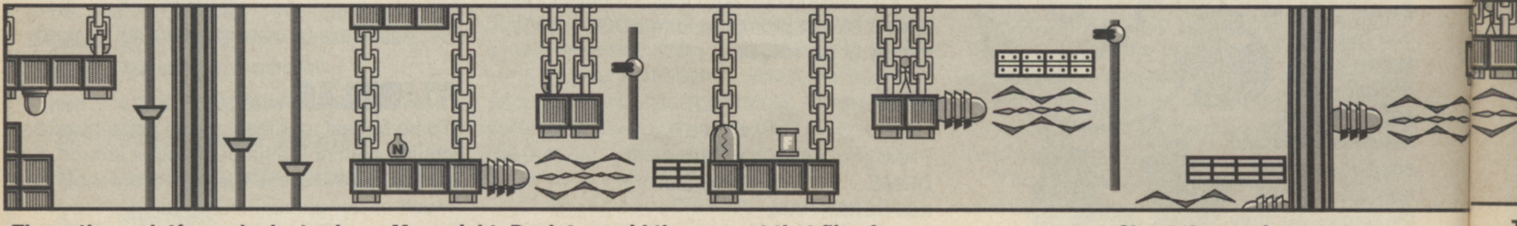


Get a run up and leap right. Don't hang around or the crusher'll get you. Avoid the gunfire and jump up to the next platform. Again, get a run up and leap up twice. Drop down to collect the hostage.

Wait for the gunfire, dodge it, then leap to the next platform. Quickly get past the magnetic bit and jump up twice before the next burst of gunfire. Jump down onto the pillar and slide off it straight away onto the small platform, otherwise the pillar crushes you.

Good timing is the only thing that'll get you past these moving platforms. When you leap off the last one, onto the top platform, collect the hostage as fast as you can and drop down to the left to avoid the droid.

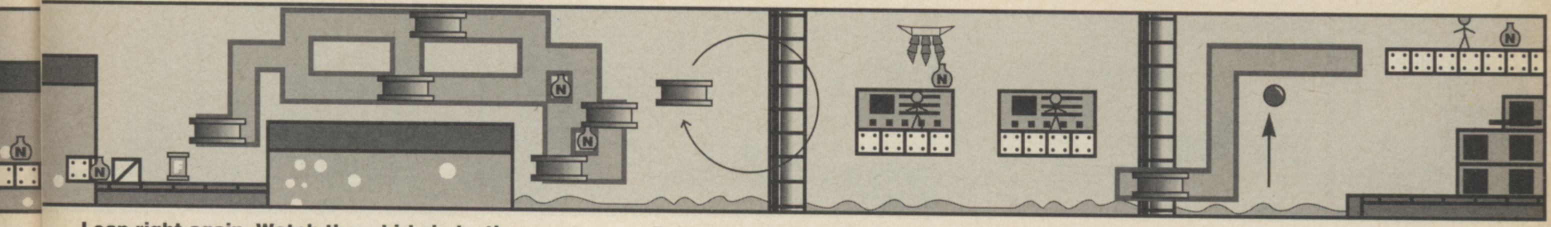
LEVEL TEN



These three platforms look sturdy enough but they plummet as soon as you land on them. Just perform three quick jumps to get across then wait before proceeding.

Move right. Duck to avoid the magnet that flies from left to right across the screen. Avoid the laser blasts. When the gun lines up with you, leap up to the small platform. Then leap again, over the gun and onto the springs. These provide the bounce to get you over the pincers onto the next platform.

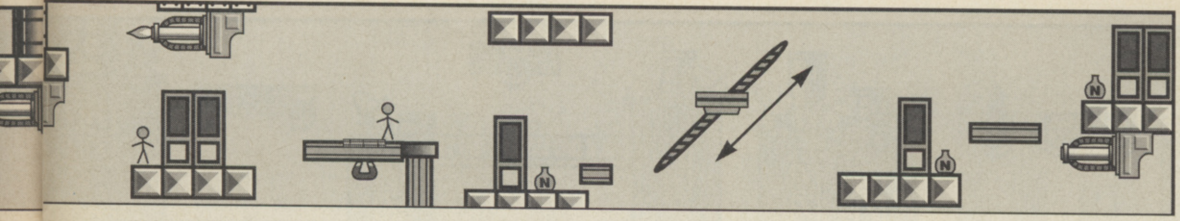
Shoot the moving gun turret. Jump up to the top plaform. Drop down onto the springs and pull right to reach the first small platform at the top.



Leap right again. Watch the whirlwinds, time your jumps and leap right twice in quick succession. Collect the Nukes on the way and shoot the fat guy. Jump onto the floaty platform then jump up to get the food. Direct the platform by pushing the joystick in the direction you want to go.

Follow the platform up to the top right of the horizontal, figure eight part of the maze. When the platform travels down to the bottom right of the figure eight, move down and far right quickly. Ignore the Nukes at the bottom and leap right onto the rotating platform

Leap onto the revolving platform. Leap onto the stationary platform and collect the Nuke and the villain. Leap right to get the second villain. The last bit is dead easy so I'm not going to give you any help whatsoever.

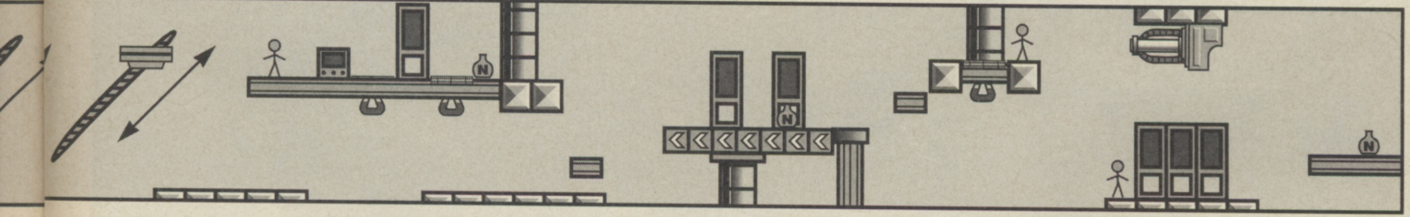


This bit is vile. Take note of the magnets on the platform. Position yourself on the first magnet-free section and jump the gunfire. Do a small jump to the right and land on the second magnet-free section. Again, jump the gunfire. Then leap up onto the small platform above and to the right. Jump up onto the large platform and collect the hostage, taking care to avoid the gunfire. Drop all the way down onto the platform at the bottom and kill the ED-209.

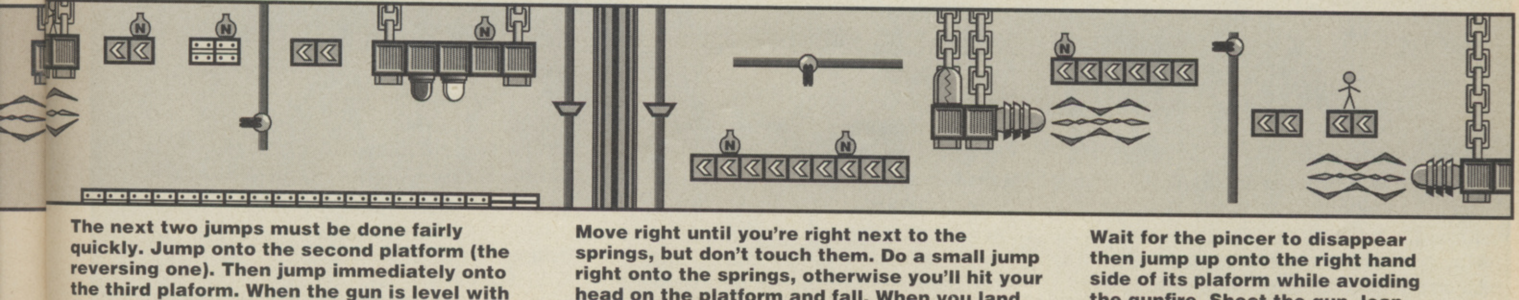
Now comes another magnetic platform and crushing pillar. Same rules as before. Drop down onto the next platform, leap to the one after that (collecting Nuke as you go). Then time your next jump carefully to reach the sliding platform. Jump off at the top then shoot the ED-209 while avoiding the gunblasts.

BOCOP 2

PART 2



Move right. Leap the gap, get up onto the small platform and keep going up to the reverse plaform with the ED-209 on it. Shoot the ED-209 and collect the Nuke. Move right, jump up onto the small platform and duck to avoid the laser blast. Shoot the ED-209 from here, while avoiding the laser blast at the same time. Wait until the laser has fired. Then leap up onto the top platform, move right quickly and drop down onto the platform at the bottom. Collect the hostage and kill the ED-209. Leap up, collect the Nuke and that's it.

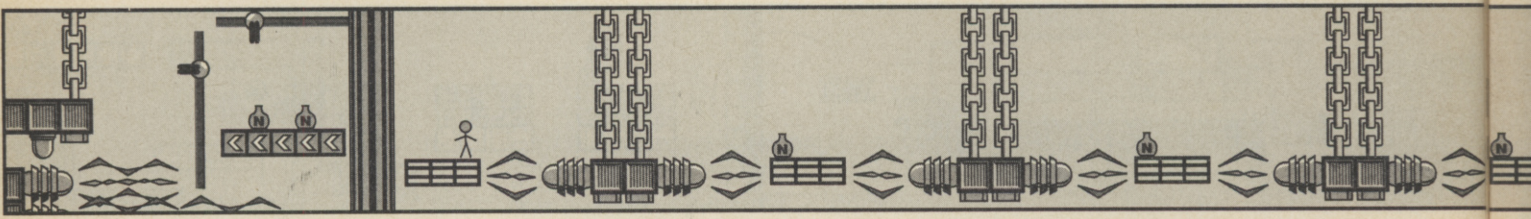


The next two jumps must be done fairly quickly. Jump onto the second platform (the reversing one). Then jump immediately onto the third plaform. When the gun is level with you, shoot it. Jump right again then drop down to the bottom and destroy the jet packer.

Move right until you're right next to the springs, but don't touch them. Do a small jump right onto the springs, otherwise you'll hit your head on the platform and fall. When you land on the long reversing platform, wait until the gun moves away and move right.

Wait for the pincer to disappear then jump up onto the right hand side of its plaform while avoiding the gunfire. Shoot the gun, leap right three times, collecting the hostage and finishing the level.

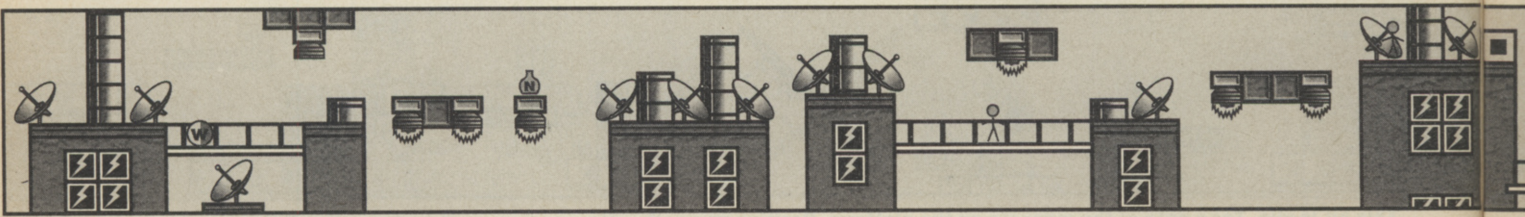
LEVEL ELEVEN



Crouch immediately and shoot the vertically moving laser turret. Stand up and shoot the horizontal laser turret. Leap onto the reversing platform and edge slowly right. When the magnet appears, duck out of the way.

This next bit can be done in one go (almost). Jump onto the first set of springs and collect the hostage. Then pull right to clear the flying robot. Collect the Nuke from the next set of springs and clear the second robot. Repeat this move until you reach the last set of springs. It is possible to get across by doing quick consecutive jumps from spring to spring but you may need to bounce around on a single set of springs to either collect whatever's there or simply to time your next jump properly.

LEVEL TWELVE



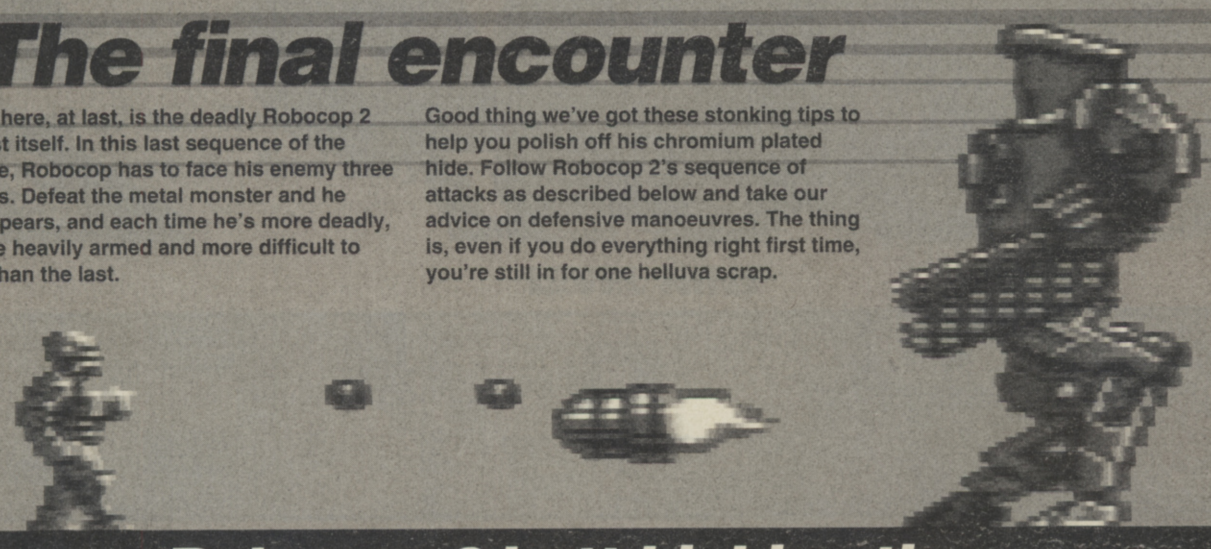
A bit of advice before we start. Always kill villains from a distance. Otherwise they'll enter into hand to hand combat and it's very difficult to get rid of them without losing loads of energy. And while we're giving advice, shoot the balls that float down and avoid the ones that float upwards.

Get the weapon, move right and shoot the villain. Jump up quickly to get the hanging hostage. Jump right and right again to get the Nuke. Go right and leap up, killing the villain on the way. Drop down, avoid the fire and get the next hostage.

Move right, kill the villain, jump up and up again. Jump up to the top of the building an collect the hostage. Drop down and collect the two Nukes but watch out for the flames and the descending balls.

The final encounter

And here, at last, is the deadly Robocop 2 beast itself. In this last sequence of the game, Robocop has to face his enemy three times. Defeat the metal monster and he reappears, and each time he's more deadly, more heavily armed and more difficult to kill than the last. Good thing we've got these stonking tips to help you polish off his chromium plated hide. Follow Robocop 2's sequence of attacks as described below and take our advice on defensive manoeuvres. The thing is, even if you do everything right first time, you're still in for one helluva scrap.



Robocop 2 butt-kicking tips

A guide to movements required in the final encounter to enable you to kick seven shades of WD40 out of the robot

ATTACK SCENE 1

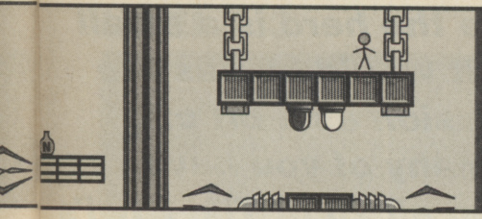
Jump 1 x missile
Duck 1 x missile
Jump 2 x missiles
Move forward to avoid 3 x grenades
Duck 1 x fireball
Jump 1 x missile
Move forward to avoid 2 x grenades
Move back as Robocop runs torward you

ATTACK SCENE 2

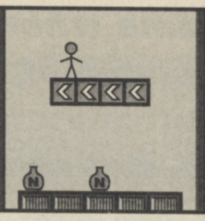
Duck 2 x fireballs
Jump 2 x missiles
Move back as Robocop runs torward you
Move forward to avoid 3 x grenades
Jump 1 x missile
Duck 2 x missiles
Jump 1 x missile
Move back as Robocop runs torward you

ATTACK SCENE 2

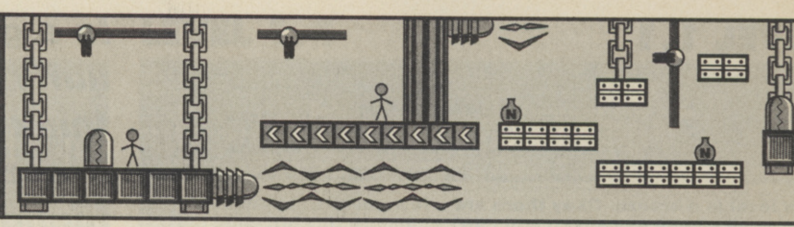
Duck 3 x missiles
Jump 3 x missiles
Move forward to avoid 3 x grenades
Move back as Robocop runs torward you
Duck 2 x fireball
Jump 1 x fireball
Jump 1 x missile
Duck 2 x missiles
Move back as Robocop runs torward you



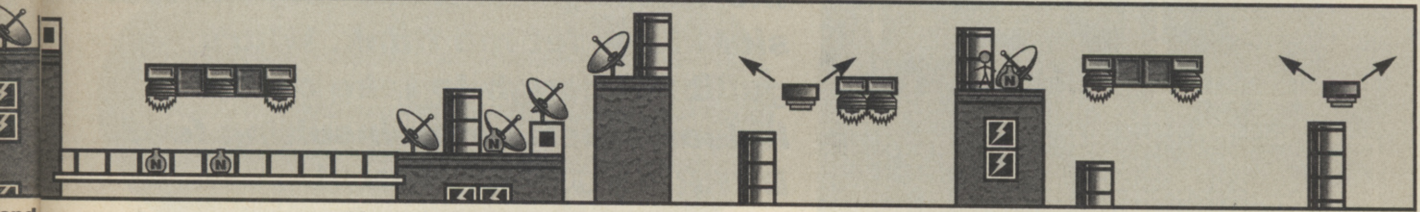
Once you get up onto this top platform, carefully edge along until you get the hostage. Again, edge right until the flying magnet appears and duck to avoid it.



Jump up onto plummeting platform and straight off onto the reversing platform and collect the hostage. Avoid the laser blast then shoot it. Shoot the horizontal lasers to the right. Drop down to the left and collect the two Nukes.



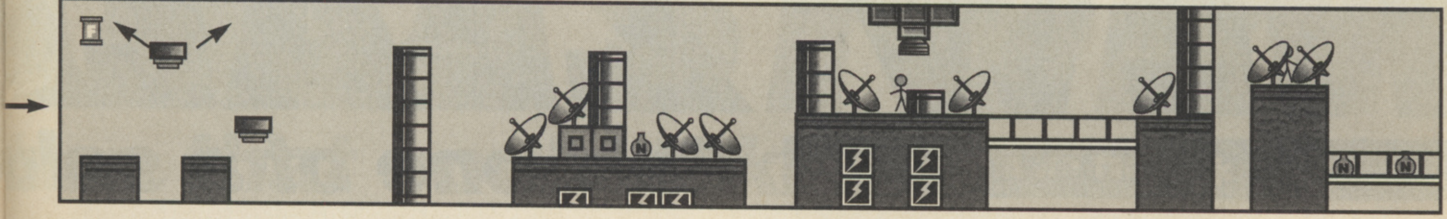
Jump onto the packing cases with the pincer. Wait for this to stop pincing and go right, collecting the hostage as you go. Shoot the laser and leap right to collect the Nuke. Drop down, collect the final Nuke and wait for the final pincer to do its stuff. Leap up onto the pincer platform and you've done it.



and up
ilding and
l colect
e flames

Dispatch the villain with due haste and jump onto the crate and up onto the tall thing. When the moving platform begins its journey towards you, move right and jump onto it. As it moves right again leap off onto the small platform.

Watch out for the descending balls. Quickly jump right to collect the hostage. Leap up onto the long platform and make a well timed jump onto the moving one. There's no need to attempt the tricky leap onto the second moving platform because...



...there's a building down below which is a much safer bet. It also means that as you leap off the first moving platform you can collect the dearly needed food without putting yourself in danger of plummeting. Having done that, do a small well-timed leap onto the third moving platform.

This final stretch shouldn't be much of a problem. Leap over the crates to get the Nuke. Leap up and collect the hostage. Move right, leap up to collect the hostage. Head down to collect the final two Nukes and you've completed the last level – but now for the really hard bit.

Robocop 2 – key

PLUMMETING PLATFORMS	These platforms plummet as soon as you touch them. Leap on them but don't stick around
REVERSE PLATFORM	Reverses your left and right joystick controls (nasty)
WEAPON	Provides weapon power-ups, or multi-way shots. Generally useful
DEADLY BUBBLES	Animated spheres are bad news. Either avoid 'em or shoot 'em
FOOD	Collect these cans to replenish Robo's lost energy
PINCERS	These claws snap four times then disappear for a while
SPRINGS	Catapult Robo through the air. Seen mainly on level 5
GREEN DROPS	They might look bad but do nothing. Plough straight through
NUKE	Scourge of Detroit. Collect all of this vile drug to complete the level
VILLAINS/ HOSTAGES	Don't kill 'em! Collect them all to complete the level
MOVING LASERS	Aaargh! These are nasty blighters. But a few shots destroy them
LASER BLASTER	These fire to a set sequence so time your jumps wisely
CLAW	Picks you up and carries you along until you waggle your stick
MAGNETIC PLATFORM	Sticky and tricky. Jump over them or set up home in doom city (your choice)
CRUSHER	Stand on one of these for too long and it rockets upwards
FIERY JET	Walking under these at the wrong time will burn your brains

WATCH THIS SPACE

That was too much like hard work. To save Steve and Andy the trouble, why not send in some solutions of your own to the usual address. Make 'em neat and we'll pay handsomely

Never mind. Just wake them up in time for COMMODORE FORMAT 15, December1991

In a game where the hero is a small fluffy Kiwi bird, it would be easy to think of your mission as a bit of a breeze. But as many of you have found out, saving all 20 of Tiki Kiwi's friends is about as easy as walking from Land's End to New Zealand in a straight line.

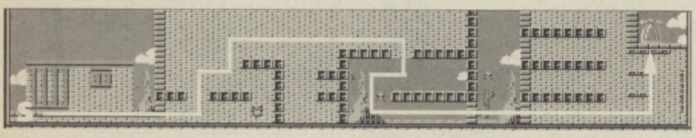
Trouble is, the thought of solving the whole game is making me feel sick. Now let me think. Who's gullible enough to take on the hideous task for an insulting fee? BRRRRING, BRRRRING! 'Hello. Andy Roberts? Funny, I was just thinking about you...'

NEW ZEALA

Part one of a soluti

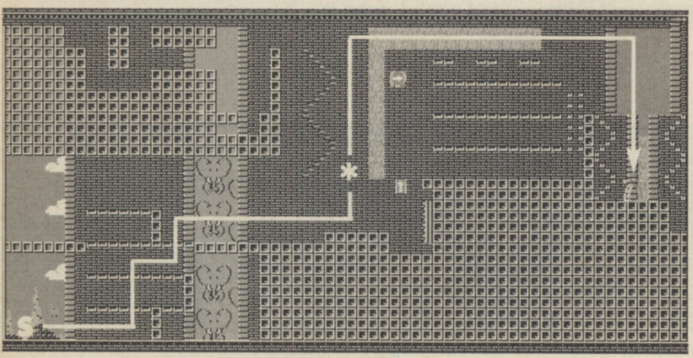
S = START   * = GET ON A FLYING PAD

LEVEL 1.1



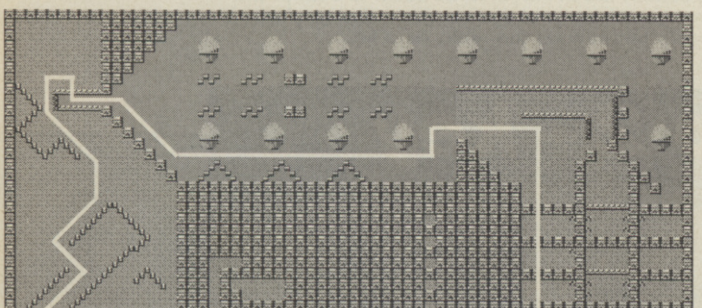
This level is a breeze. Okay there are a few enemies to kill but they're all weedy anyway. If you can't complete this bit, send me your address and I'll personally come round and laugh at you

LEVEL 1.2



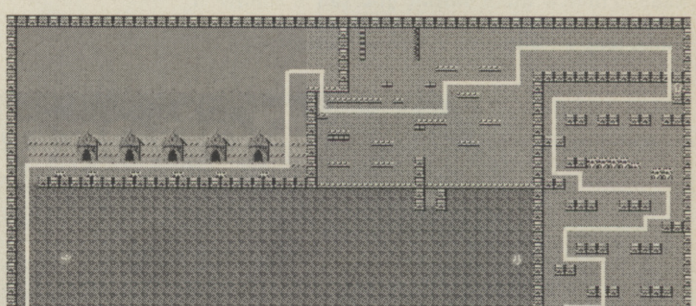
Whoa there big fella! A little care should be taken from here on in. The level isn't too hard but now you have to hop aboard a floating platform. It isn't always easy but a little practice goes a long way

LEVEL 2.1



This one's vile right from the beginning. You must jump across that series of 12 pillars and risk dropping down each time to return to the beginning! Later on your slalom flying abilities are required

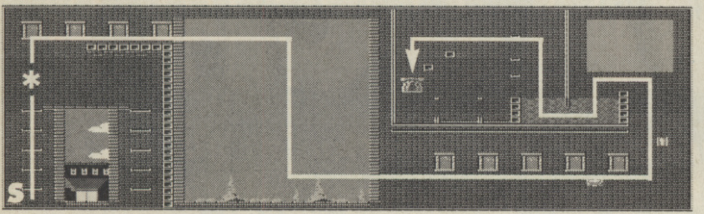
LEVEL 2.2



Things are starting to get a bit tortuous now. Try to avoid any serious entanglements where you know you might fall great distances! That U-bend at the bottom is avoidable, but explorable

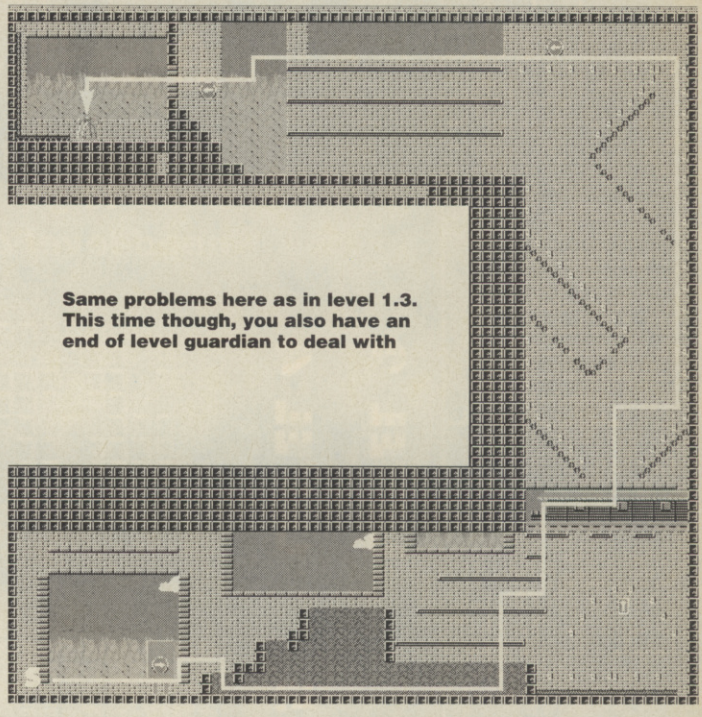
We're getting Maoried in COMMODORE FORMAT 14, November 1991

LEVEL 1.3



The first half of this level is pretty bad. Getting vertically up the left hand side is made difficult by the airborne creatures. Once you get hold of a flying device, keep moving at all times

LEVEL 1.4



Same problems here as in level 1.3. This time though, you also have an end of level guardian to deal with

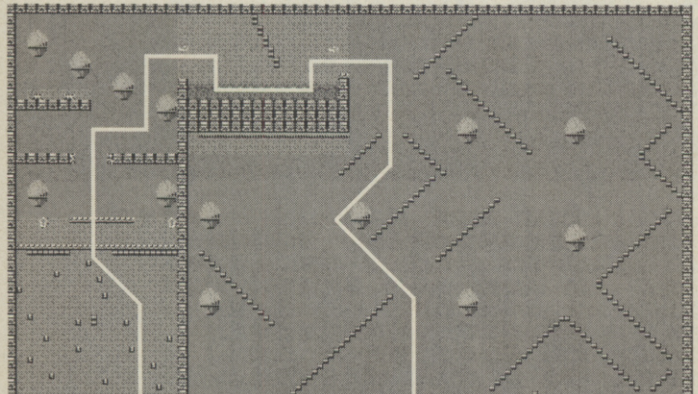
OI! READ THIS

Here you are then. The first eight levelettes of *New Zealand Story*. There ain't many tips because there ain't much you can say about these rather easy early levels. Things get a bit harder after this though, so next month, not only will we have more maps but we'll have a whole heap of advice on how to get through unscathed. That's if Andy Roberts hasn't keeled over by then.

AND STORY

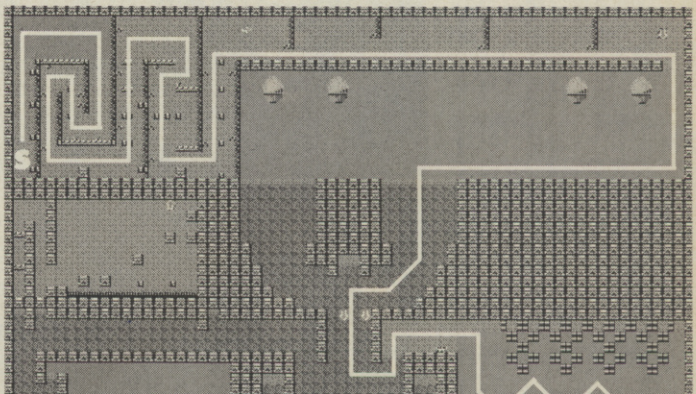
ution that could take years to finish

LEVEL 2.3



Very important point here. Don't hang around underwater for too long, you'll run out of oxygen and drown. Other than that, the hazards are much the same as in the previous levels

LEVEL 2.4

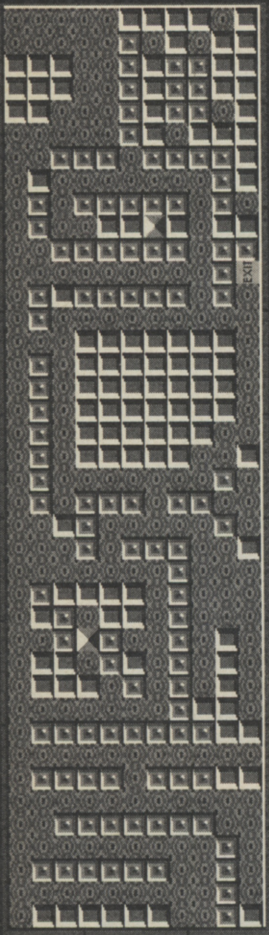


The end-of-level guardian here is a doddle if you're careful. Get onto a platform and shoot. When the big guy's return fire starts getting close, leap up a few levels and fire from there. Repeat 'til he's dead

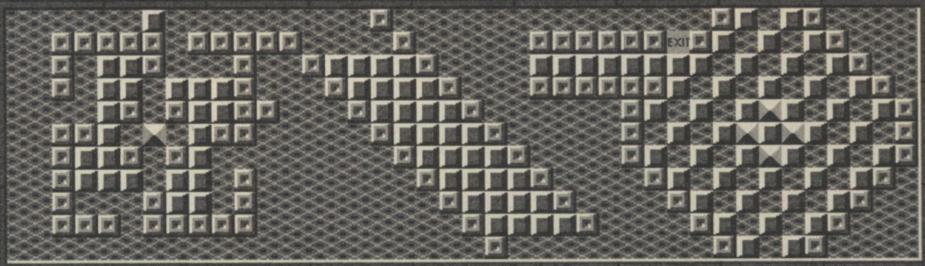
ALL YOU EVER WANTED TO KNOW ABOUT

ANARCHY

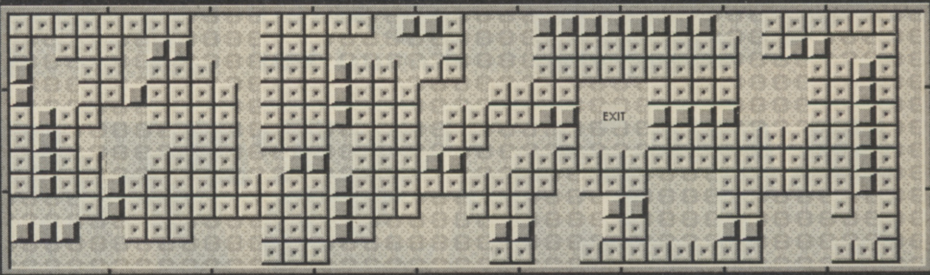
This game needs no explanation at all. All you need to get through is the maps (and you don't need level one, it's easy). As for the rest. . .



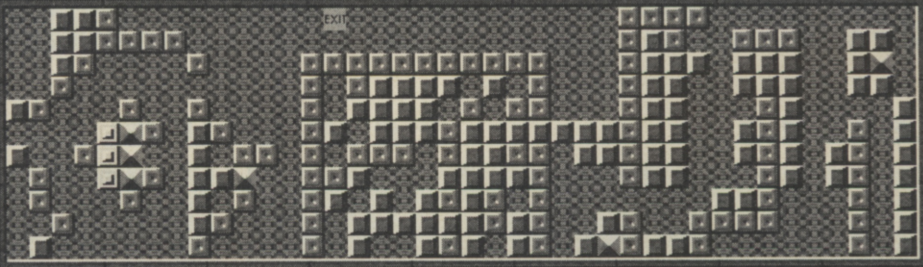
LEVEL 2



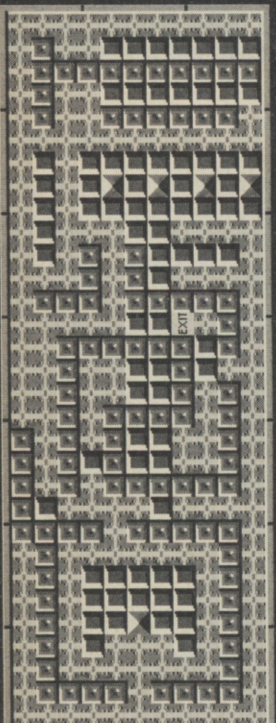
LEVEL 4



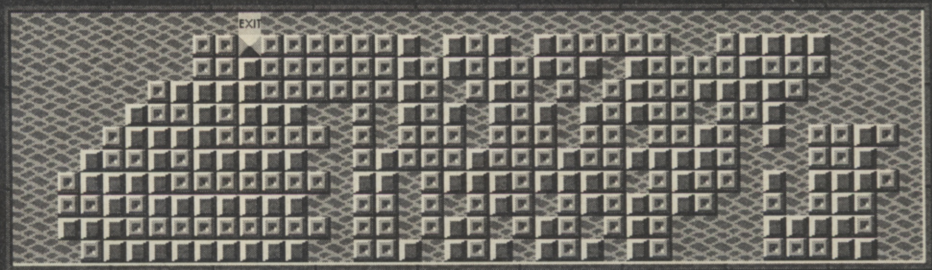
LEVEL 5



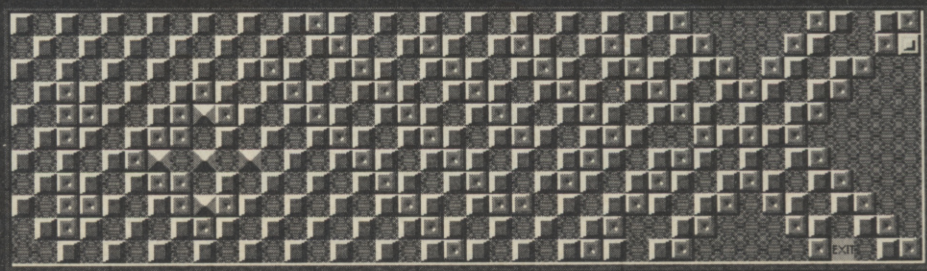
LEVEL 6



LEVEL 3



LEVEL 7



LEVEL 8

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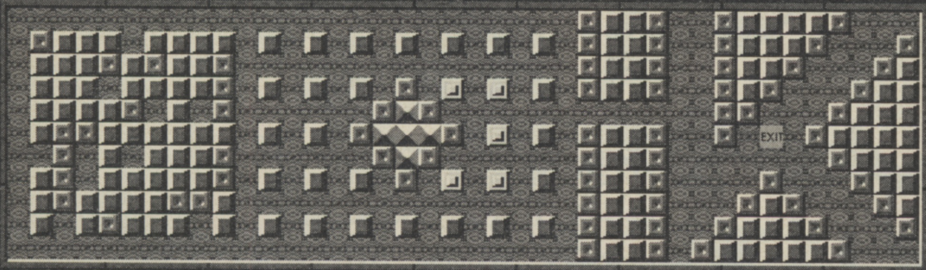
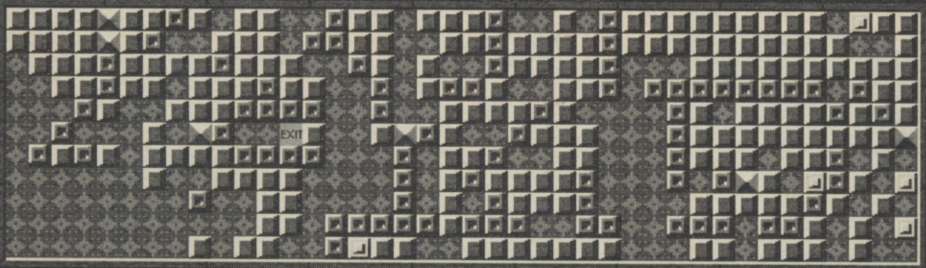
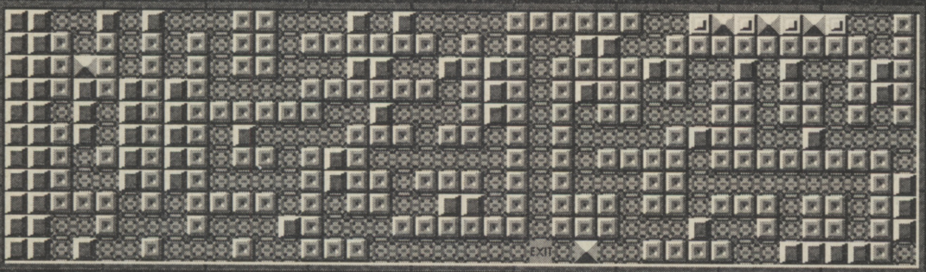


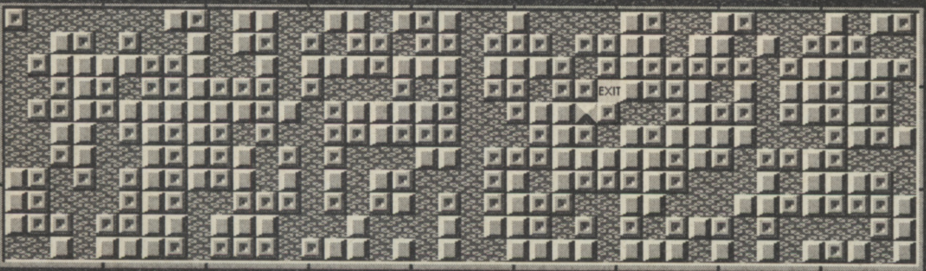
LEVEL 9



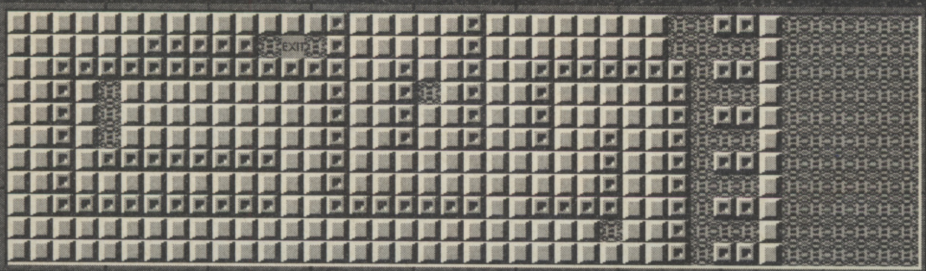
LEVEL 10



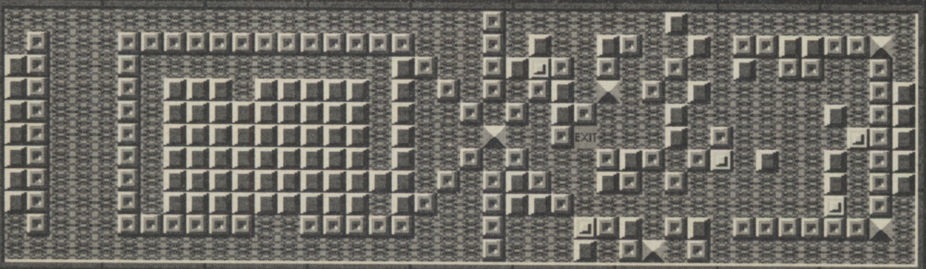
LEVEL 11



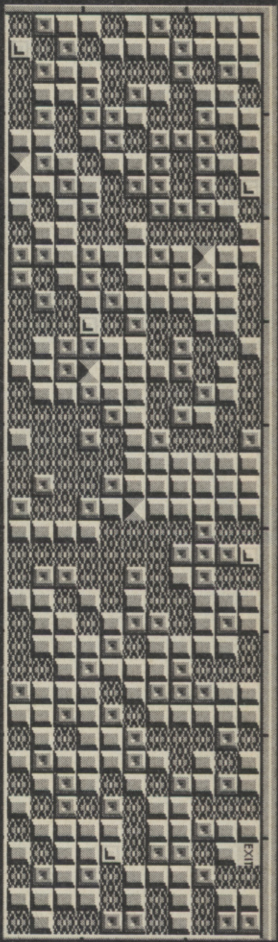
LEVEL 12



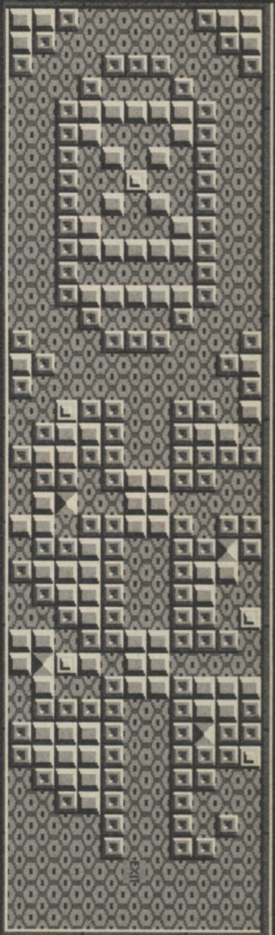
LEVEL 13



LEVEL 14



LEVEL 15



LEVEL 16

FRAME BUSTERS

DIZZY

We said we'd bring you cheats for the entire collection and here they are (only a month late and with *Fast Food* thrown in). The indispensable **Martin Pugh** has delivered the goods as usual. All of the cheats work in roughly the same way, so it just remains for me to say type carefully and have fun.

```
0 REM DIZZY CHEAT BY M PUGH
1 FOR X=272 TO 341 : READ Y : C=C+Y
: POKEX,Y : NEXT
2 IF C=7264 THEN POKE 157,128:SYS272
3 PRINT "DATA ERROR"
4 DATA 32, 44, 247, 169, 5, 141, 60,
3, 141, 64, 3
5 DATA 169, 4, 141, 62, 3, 32, 108,
245, 162, 0, 189
6 DATA 168, 4, 157, 168, 2, 189,
168, 5, 157, 168, 3, 232
7 DATA 138, 208, 240, 169, 32, 141,
61, 3, 169, 74, 141, 62
8 DATA 3, 169, 1, 141, 63, 3, 76,
168, 2, 72, 77, 80
9 DATA 141, 14, 221, 169, 173, 141,
253, 45, 141, 70, 62, 96
```

FAST FOOD

```
0 REM FAST FOOD CHEAT BY M PUGH
1 FOR X=272 TO 338 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=6881 THEN POKE 157,128:SYS272
3 PRINT "DATA ERROR"
4 DATA 32, 44, 247, 169, 5, 141, 60,
3, 141, 64, 3
5 DATA 169, 4, 141, 62, 3, 32, 108,
245, 162, 0, 189
6 DATA 168, 4, 257, 168, 2, 189,
168, 5, 157, 168, 3, 232
7 DATA 138, 208, 240, 169, 32, 141,
61, 3, 169, 74, 141, 62
8 DATA 3, 169, 1, 141, 63, 3, 76,
168, 2, 72, 77, 80
9 DATA 141, 14, 221, 169, 173, 141,
119, 69, 96
```

TREASURE ISLAND DIZZY

Enter and RUN this listing, follow on-screen prompts and the game's loader will get going before you know it.

```
0 REM TI DIZZY CHEAT BY M PUGH
1 FOR X=293 TO 317 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=2504 THEN POKE157,128:SYS293
3 PRINT "DATA ERROR"
4 DATA 169, 3, 133, 43, 32, 104,
225, 169, 173, 141, 189, 44
5 DATA 169, 117, 141, 49, 45, 169,
45, 141, 50, 45, 76, 0, 32
```

When 'syntax error' appears type POKE43,1 (RETURN) and enter the line `50 SYS300` WARNING! Don't try to list it. Now type RUN (RETURN) to load the rest of the game with immunity to fire, water and cages.

FANTASY WORLD DIZZY

Enter and RUN this listing. Then follow the on-screen prompts to load the game's loader and you're away.

```
0 REM FW DIZZY CHEAT BY M PUGH
1 FOR X=293 TO 322 : READ Y : C=C+Y
: POKEX,Y : NEXT
2 IF C=2952 THEN POKE157,128: SYS293
3 PRINT "DATA ERROR"
4 DATA 169, 3, 133, 43, 32, 104,
225,169,173,141,180,37, 169, 14, 141
5 DATA 120, 37, 169, 7, 141, 127,
37, 169, 0, 141, 134, 37, 76, 0, 24
```

When 'syntax error' appears type POKE43,1 (RETURN) and enter the line; `50 SYS300` WARNING! Don't try to list it. Now type RUN (RETURN) to load the rest of the game with infinite lives and immunity to fire, water and the wildlife.

MAGIC LAND DIZZY

Enter and RUN this listing, follow the on screen prompts and the game's loader will scurry into your 64's memory.

```
0 REM MAGICLAND CHEAT BY M PUGH
1 FOR X=293 TO 310 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=1708 THEN POKE 157,128:SYS293
3 PRINT "DATA ERROR"
4 DATA 169, 3, 133, 43, 32, 104,
225, 169, 173, 141
5 DATA 132,38,141,51,54,76,0,24
```

When 'syntax error' appears type POKE 43,1 (RETURN) and enter the line `40 SYS300` (WARNING! Don't try to list it). Now type RUN (RETURN) to load the rest of the game with infinite lives and infinite energy.

SPINDIZZY

Enter and RUN this listing to LOAD and RUN the game with infinite time.

```
0 REM SPINDIZZY CHEAT BY M PUGH
1 FOR X=517 TO 562 : READ Y : C=C+Y : POKEX,Y : NEXT
2 IF C=4150 THEN POKE 157,128 : SYS517
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 22, 141, 250, 2, 169, 2, 141, 251, 2
5 DATA 96, 72, 77, 80, 169, 2, 141, 240, 4, 76, 0, 4
6 DATA 169, 43, 141, 112, 9, 169, 2, 141, 113, 9, 76, 30, 8
7 DATA 169, 96, 141, 31, 107, 76, 27, 8
```

Typing in listings

If you type a mistake, the listing won't work. However, it doesn't matter whether you type in

DATA 30, 178, 53, 7, 20, 192

or

DATA 30,178,53,7,20,192

Spaces between commas can be missed out. We do it sometimes to get the listing to fit.

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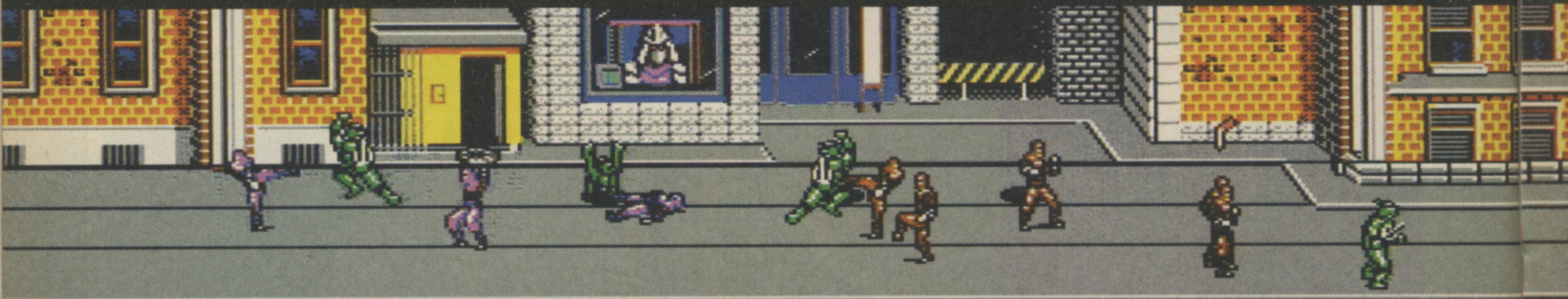


The purple guy on the left is good with his feet whereas the unskilled middle one has to resort to more basic methods of attack. And watch out for manholes

TURTLES

THE COIN OP

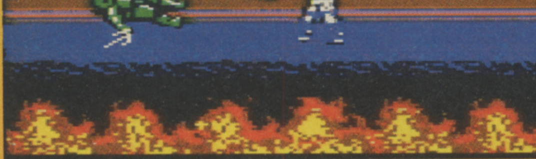
What's lean, mean and has just had seven shades of green kicked out of it by someone called Bart? Dunno? That's probably because you've forgotten the Teenage Mutant Hero Turtles, comicbook idols of yesteryear. Except Imageworks are about to remind you, courtesy of their Konami coin op conversion

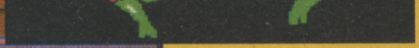
A few months back, if I'd walked into the street with a Turtles mug balanced precariously on my head, a horde of maybe 3000 youngsters would have beaten the hell out of me just so that they could possess this tacky piece of merchandise. And funnily enough, shopkeepers around the country were faced with similar treatment when Mirrorsoft released a (somewhat average) game based on the movie.

Stranger still, if I wore the same mug into the street today, I would either be laughed at or avoided. This is a bit sad 'cos now Mirrorsoft have released another Turtles game, based this time on the coin op, and it can only be described as way above average.

If you don't already know the plot of the coin op, consider yourself a fully paid up member of a very large club. There is no plot as such. The whole thing is just a series of ten self-contained missions. To outline them all would be a waste of space. Needless to say, such tasks as rescuing April and Splinter from a variety of horrible situations lie ahead of you.

Each horizontally scrolling level is several screens long. As in *Golden Axe*, you need to kill off all the opponents in any one screen before a little 'Hurry Up' message tells you to move swiftly on to the next challenge. At the end of a level, a single separate screen appears in which one of Krang's major cohorts is waiting to de-shell you. These super baddies are both larger and tougher than the normal ones and, more often than not, they carry weapons. Things start off fairly



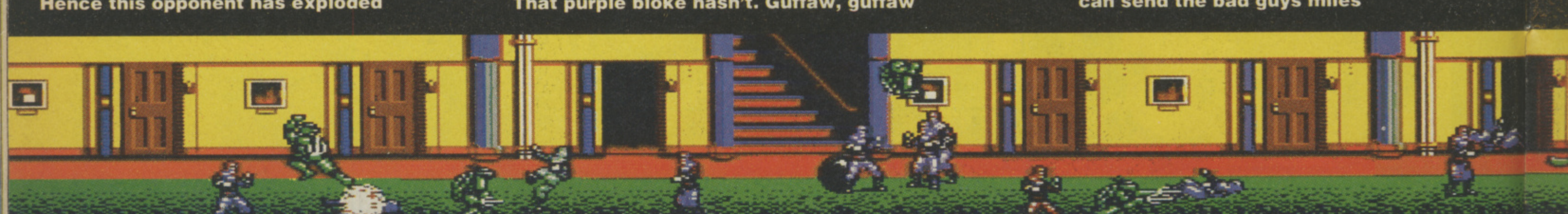


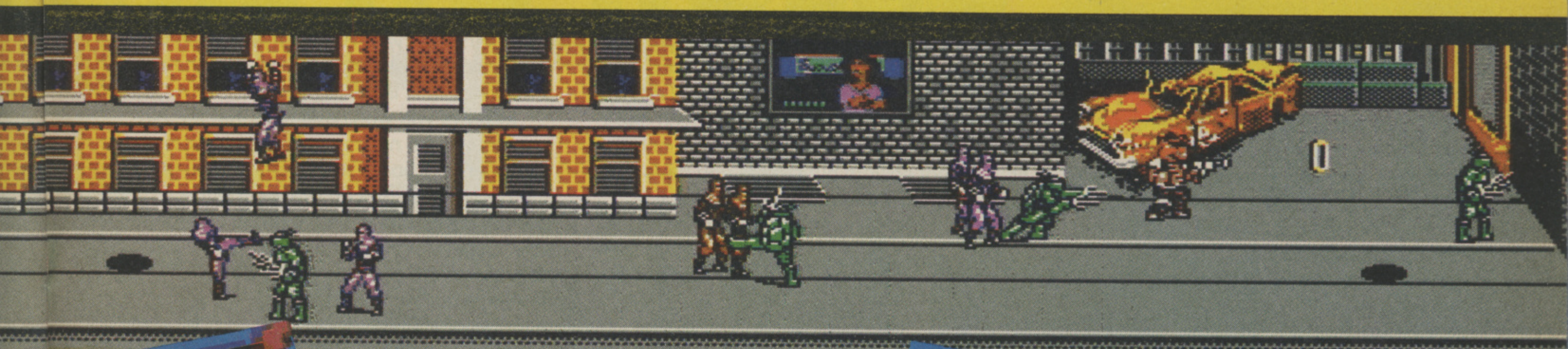
Here they are then. Julian, Dick, Ann and George. I wonder what happened to Timmy the dog? Perhaps that's him on the left

A little known fact for you. Turtles have glands on their feet that secrete Napalm. Hence this opponent has exploded

In my infinite wisdom, I have leapt into the air and curled up to avoid the giant rolling ball. That purple bloke hasn't. Guffaw, guffaw

Hurrah! Those ballet lessons have paid off at last. A well-timed kick can send the bad guys miles





More purple folk. This time there's a leaping loony and a knife thrower. Those brown blokes on the right are weedy. One knock-down and they're history

At the end of the level we find the mighty Be-Bop. Er, or is it Rock Steady? Oh I don't know. All these fictional cartoon characters look the same to me

easy, only Rock Steady can stand up to a pasting. But as each level falls by the wayside, the end of level opponents get harder to beat. They even gang up on you.

Still, while the enemy's brute force and ignorance tactics are fine against ordinary folk, the turtles have a lifetime of ninja training (and a high protien pizza diet) in their favour. There are no defensive moves to complicate things, just keep attacking. The action really is non-stop and frantic beyond belief. You can access a number of random attacks simply by pressing fire. They all have the same effect, but it's nice to see so much effort going into the sprite animation. Apart from these regular left and right attacks you can perform stunning roundhouse attacks, jumps, flying kicks and somersaults.

> The action is non-stop and frantic beyond belief

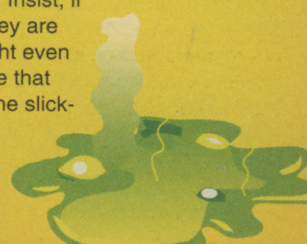
So who's going to feel the powerful end of these attacks? Well, all the usual crowd is there, Rock Steady, Be-Bop, Shredder, Krang. But they all hang around at the end of the levels. Most of the in-level adversaries are standard looking ninja with non-standard methods of attack. The weediest of them just enter into hand-to-hand combat. As you get further into the game though, they start to play dirty. There are knife throwers, spearmen, ninja gun toters, some of them even get you in an arm lock. When this happens you need to waggle your joystick and press your fire button to escape a pasting.

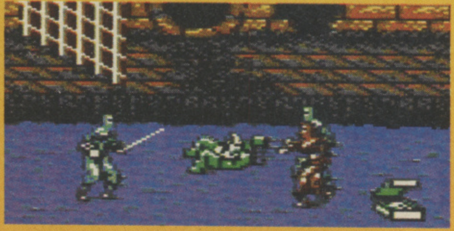
Later still, strange robot nannies (well that's what they look like) and mechanised dogs try to get in on the fun. They're pretty tough but when you actually get a hit on them your ears are treated to a superb metallic clanging sound. Not only that, but just when you think you've had hazards up to your turtle necks, you find it's also possible to get floored by a giant rolling ball or plummet down an open manhole.

I'd say this game was busy but that's not a strong enough word. The action doesn't let up. The only time you get to rest your weary little digits is while the next level loads. But all this action and speed haven't been achieved at the expense of good graphics. The backdrops are excellent (except, oddly, for the cars in the street scenes). Most impressive are the sprites. Without exception, they are marvellously animated, beautifully drawn and totally flicker-free. Sound too, is a bonus. The title track is good and the sound effects better.

By all means tell me you hate the Turtles, that's up to you. Insist, if you must that they are has-beens, I might even agree. But tell me that this isn't one of the slickest beat 'em ups you've ever played and I would have to protest.

ANDY





Things might get pretty hairy down in the sewers but at least you can find the odd bit of pizza (it gives you an extra life)

Game	**Turtles – Coin Op**
Publisher	**Imageworks**
Cassette	**£10.99**
Disk	**£15.99**
Release	**November**
Contact	**071 928 1454**

POWER RATING

THE DOWNERS...

- All the levels follow the same left to right formula. Not much variety
- Two players at once? No chance

100

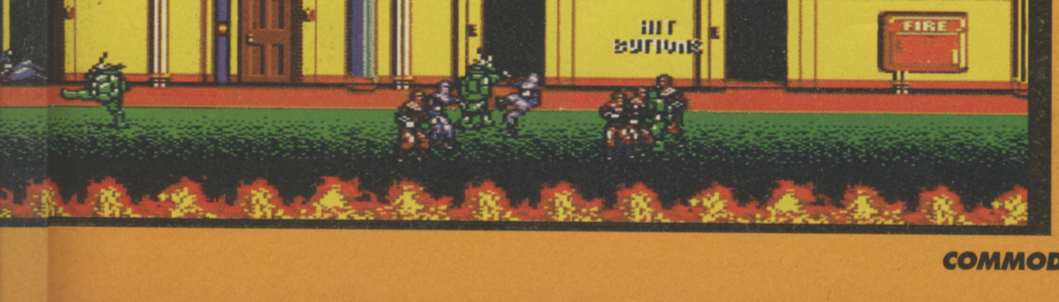
89%

- **Presentation screens at the start are works of art**
- **Title track had the *CF* crew gyrating for hours**
- **Sound effects are spot on, especially metallic clanging**
- **Ten levels won't be cracked in a hurry**
- **Loads of enemies. And they all attack differently**
- **Four turtles to choose from**
- **Boulders and manholes to make life difficult**
- **Hot sprite animation**
- **Heaps of combat moves**
- **Action is frantic and non-stop for the whole game**

...AND THE UPPERS

0

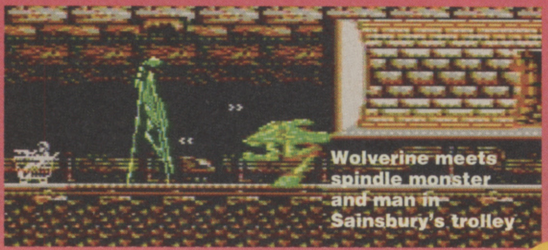
On the left I am slashing my way through ninja like a, well, like an armed turtle through several unarmed ninja. On the right, they've rumbled my plot and got me in an arm lock



ROBOZONE

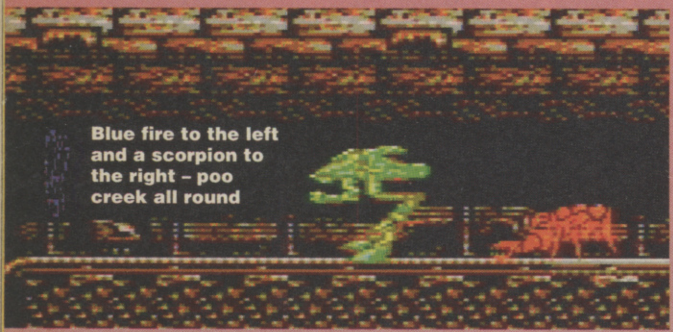
If man has evolved over millions of years, survived countless natural disasters, triumphed through its fair share of wars and created a pretty pleasant world to live in, why is it that programmers think the future is going to be crap? (*Er, 'cos it makes for a good storyline – Ed*).

In *Robozone*, the planet has become a bit smelly. Pollution is out of control and all the rich folk now live on luxury yachts in the middle of the relatively clean Pacific Ocean. That leaves the scummy commoners to choke to death on the undesirable land masses.


Wolverine meets spindle monster and man in Sainsbury's trolley

To protect themselves they have created the Wolverine – a large robotic refuse collector-cum-bodyguard. Old Wolfy is a bit like ED-209 of Robocop fame and, in terms of both looks and performance, he's the best thing about the game.

Not surprisingly, he is also the fellow you have to control, in a quest to find and defeat the 'Scavengers'. These robotic insectoids are scurrying around the city, making smells, dropping litter and killing people.


Blue fire to the left and a scorpion to the right – poo creek all round

Your mission lasts until one of two meters goes off the scale one way or the other. There's an energy bar at the top of the screen; if it disappears you're doomed. And there's a pollution meter which signals the end of the human race when levels get too high.

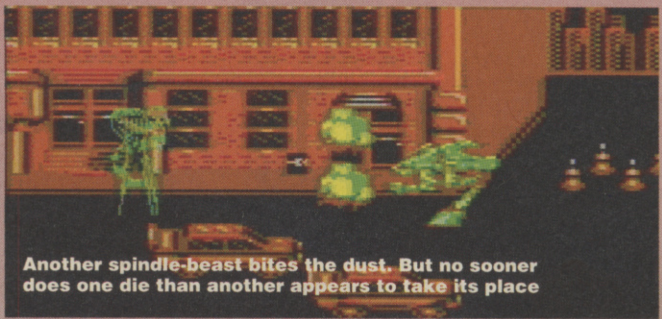
The first level takes place in the sewers. You can move right and left, jump up and down through holes in the sewer pipes and blast the dozens of insectoid and humanoid opponents who try to spoil it all for you. And beetles with human heads might sound imaginative but the single colour 2D sprites don't exactly help generate any atmosphere. Oh, dear.

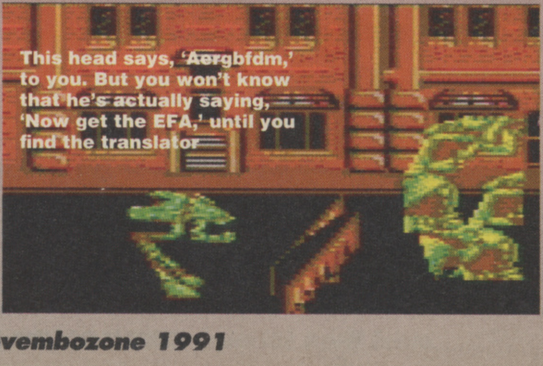
Meanwhile, you have to find your way through the maze-like sewer system (in which mapping is essential) to the end-of-level floating head. Then you kill it. This level is drab, frustrating and repetitive... it ain't much cop.

The next level is much the same, only this time it's not sewers but streets you have to negotiate. Now the map is not so much a maze as a grid. The end-of-level guardian is another large head but this one gives you a garbled message when you meet it. Find the device which translates the message, return to the head and you receive instructions to find another item. Collect this, go back to the head and you finish the level. It's simple really but the streets are so long and the mission so vague that after wandering around for hours you simply lose the will to continue.

Be warned – the fickle collision detection is a menace and getting temporarily stuck behind every bit of scenery in sight leads to intermittent and annoying play.

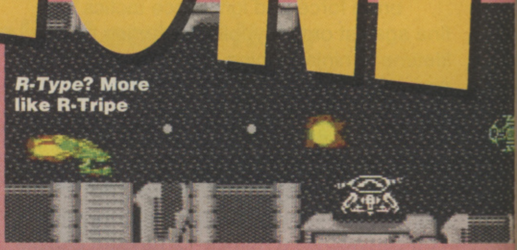
If you can bear it, you might be surprised by the drastic change of game style on the final level. Here the Wolverine loses his legs in exchange for a rear booster, in an attempt to pass himself off as the R-9 spaceship. Yes folks, now you're playing a poor man's *R-Type*. But even with such wonderful arcade inspiration this bit, like the two previous levels, is dull, dull, dull.


Another spindle-beast bites the dust. But no sooner does one die than another appears to take its place


This head says, 'Aergbfdm,' to you. But you won't know that he's actually saying, 'Now get the EFA,' until you find the translator

Many of you won't even get that far. Not because you're novice gamers but because you'll get very bored, very quickly. The plot is fine (who needs one anyway?) and the attempt to provide varied levels is commendable, but this skeleton of an above average shoot 'em up has been buried beneath a mountainous pile of unplayable debris.

ANDY


R-Type? More like R-Tripe

Game	**Robozone**
Publisher	**Imageworks**
Cassette	**£10.99**
Disk	**£12.99**
Release	**October**
Contact	**071 928 1454**

POWER RATING

THE DOWNERS...

- The first two levels are monotonous; too much wandering
- There is some annoyingly poor collision detection
- Only three short(ish) levels – no long-term challenge here
- *R-Type* level is a good formula, very badly implemented
- End-of-level guardians are just pathetic
- The sprites are severely two-dimensional and poorly coloured
- Background graphics are drab and unconvincing
- Sound effects are forgettable

100

32%

0

- **Commendable attempt at varied levels and gameplay**
- **Enemies are very original**
- **Wolverine sprite is nicely drawn and animated**

...AND THE UPPERS

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TOKI

CART GAME

Ocean swings into action with another cartridge-only coin-op convo. Our reviewer nips off for a bungle in the jungle and emerges later with this absolutely extraordinary (prehensile) tail

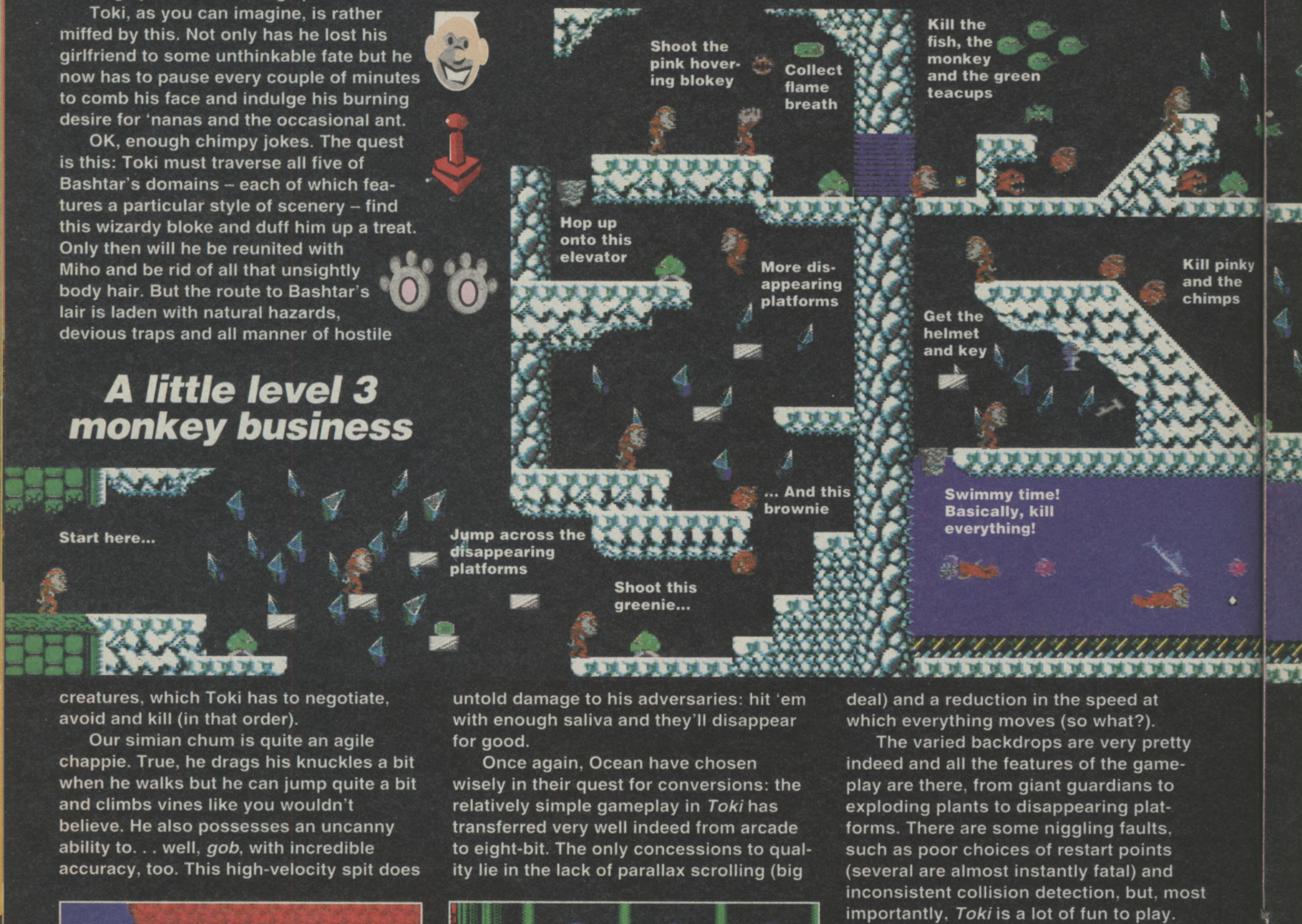
It's always the same innit? You finally find a girlie that you can really relate to, and just when you're getting on like a blazing block of flats, up pops an evil wizard who turns you into a giant chimp. (Happens to me all the time.)

This unfortunate situation has befallen the hero of our piece – a pleasant chap by the name of Toki. He has fallen ankles over earlobes in love with Miho, who is similarly besotted with him. Enter Bashtar (your average, run-of-the-mill evil wizard-type) who has desires upon Miho's personage. Seeing that Toki stands a much better chance than he does, Bashtar reverts to plan 'B': kidnap Mohi and turn that big ape Toki into a big ape.

Toki, as you can imagine, is rather miffed by this. Not only has he lost his girlfriend to some unthinkable fate but he now has to pause every couple of minutes to comb his face and indulge his burning desire for 'nanas and the occasional ant.

OK, enough chimpy jokes. The quest is this: Toki must traverse all five of Bashtar's domains – each of which features a particular style of scenery – find this wizardy bloke and duff him up a treat. Only then will he be reunited with Miho and be rid of all that unsightly body hair. But the route to Bashtar's lair is laden with natural hazards, devious traps and all manner of hostile creatures, which Toki has to negotiate, avoid and kill (in that order).

A little level 3 monkey business


Shoot the pink hovering blokey
Collect flame breath
Kill the fish, the monkey and the green teacups
Hop up onto this elevator
More disappearing platforms
Get the helmet and key
Kill pinky and the chimps
Start here...
... And this brownie
Swimmy time! Basically, kill everything!
Jump across the disappearing platforms
Shoot this greenie...

Our simian chum is quite an agile chappie. True, he drags his knuckles a bit when he walks but he can jump quite a bit and climbs vines like you wouldn't believe. He also possesses an uncanny ability to. . . well, *gob*, with incredible accuracy, too. This high-velocity spit does untold damage to his adversaries: hit 'em with enough saliva and they'll disappear for good.

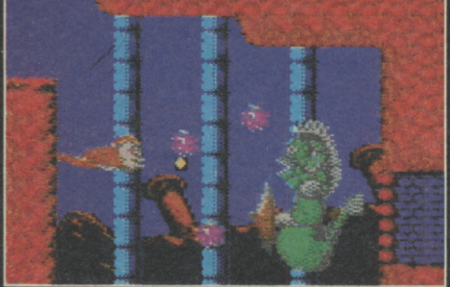
Once again, Ocean have chosen wisely in their quest for conversions: the relatively simple gameplay in *Toki* has transferred very well indeed from arcade to eight-bit. The only concessions to quality lie in the lack of parallax scrolling (big deal) and a reduction in the speed at which everything moves (so what?).

The varied backdrops are very pretty indeed and all the features of the gameplay are there, from giant guardians to exploding plants to disappearing platforms. There are some niggling faults, such as poor choices of restart points (several are almost instantly fatal) and inconsistent collision detection, but, most importantly, *Toki* is a lot of fun to play.

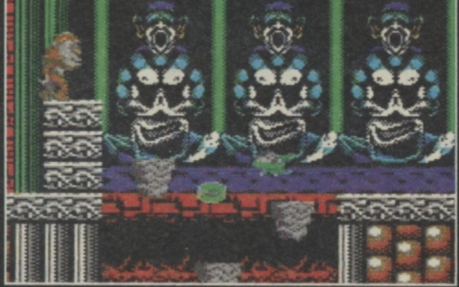
In fact, the high addiction level is possibly it's major downfall: there are only five levels and it doesn't take that long to get a handle on most of the trickier bits. Then it's down to the end-of-level guardians to put up the last of the fight.

With five lives and two continue options, it's only a matter of time before our hero is back in the pink. But until then, sit back and enjoy the challenge.

STEVE

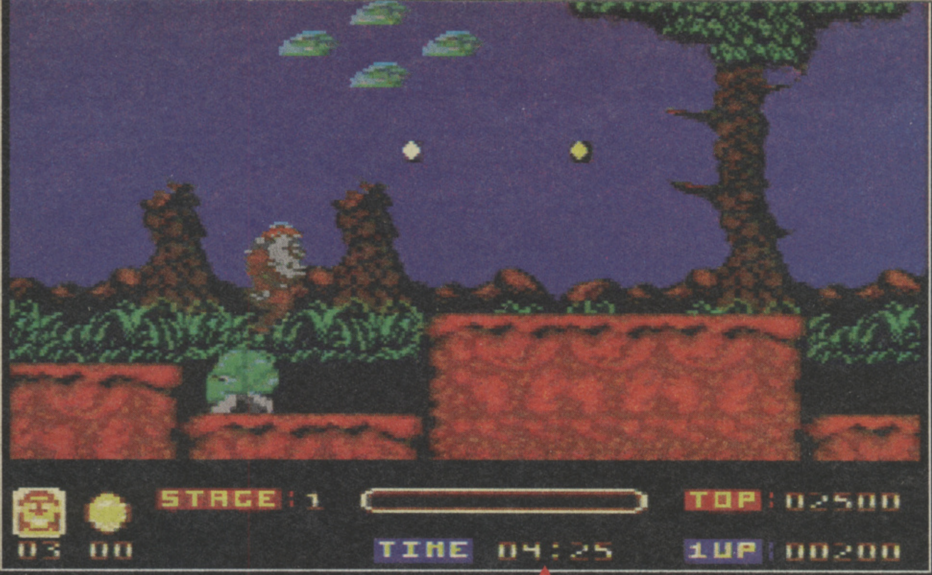


Plenty of fishy stuff going on: Toki dons hairy scuba suit for a dip in Lake Neptune

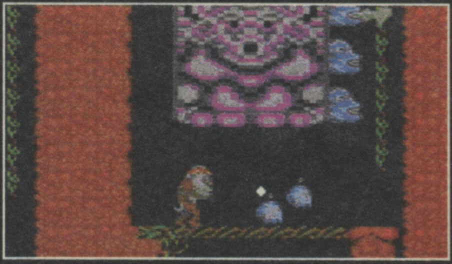


In Bashtar's palace, things are hotting up for our chimpy champ. One slip and it's fried Toki

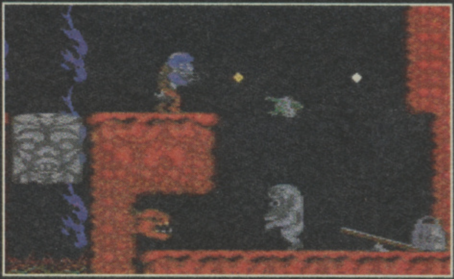
Not a scratch on COMMODORE FORMAT 14, November 1991



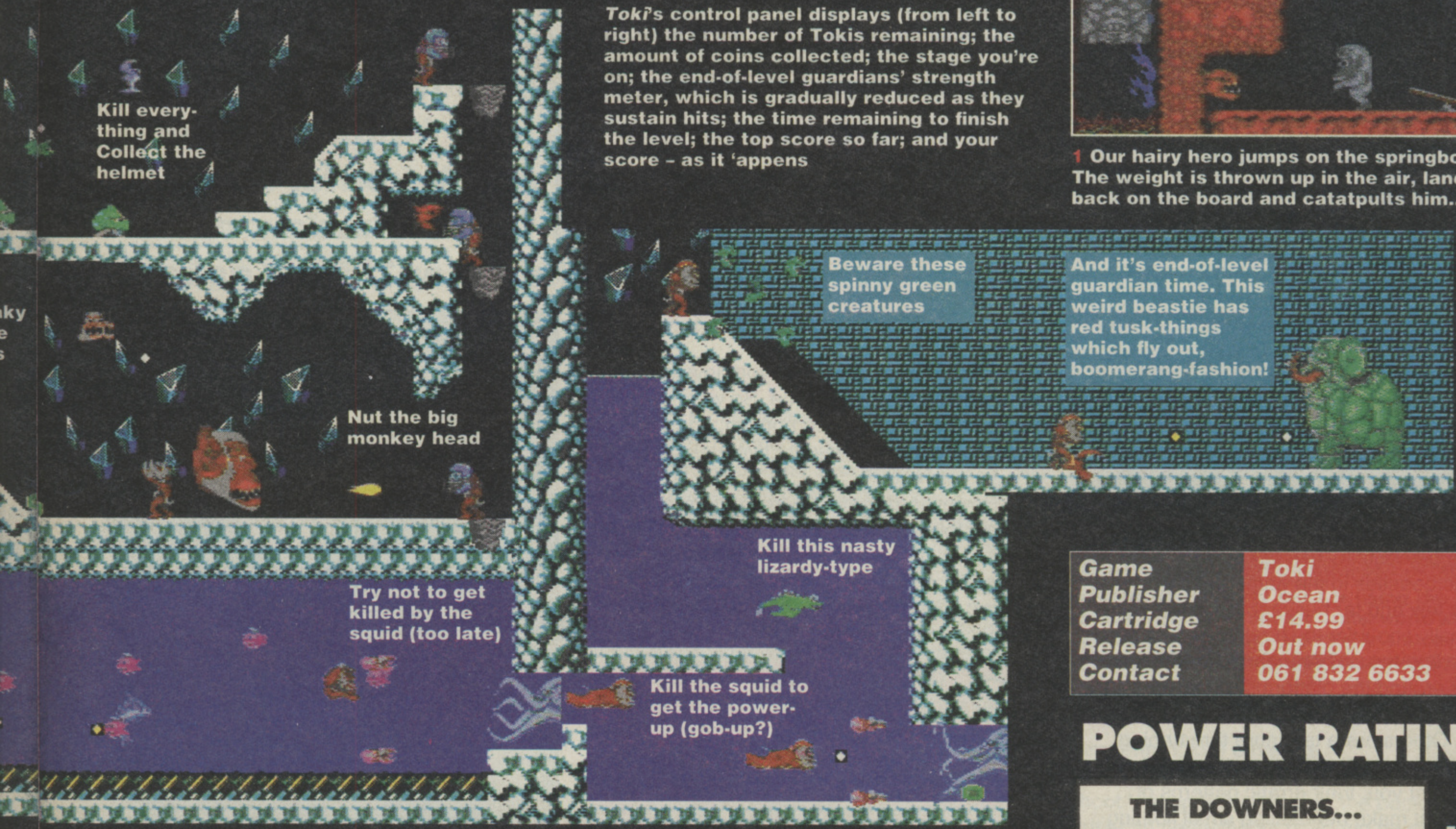
Toki's control panel displays (from left to right) the number of Tokis remaining; the amount of coins collected; the stage you're on; the end-of-level guardians' strength meter, which is gradually reduced as they sustain hits; the time remaining to finish the level; the top score so far; and your score – as it 'appens



2 ... Up to a higher platform where he can face this enormous, erm, thingy



1 Our hairy hero jumps on the springboard. The weight is thrown up in the air, lands back on the board and catatpults him...



Kill everything and Collect the helmet

Nut the big monkey head

Try not to get killed by the squid (too late)

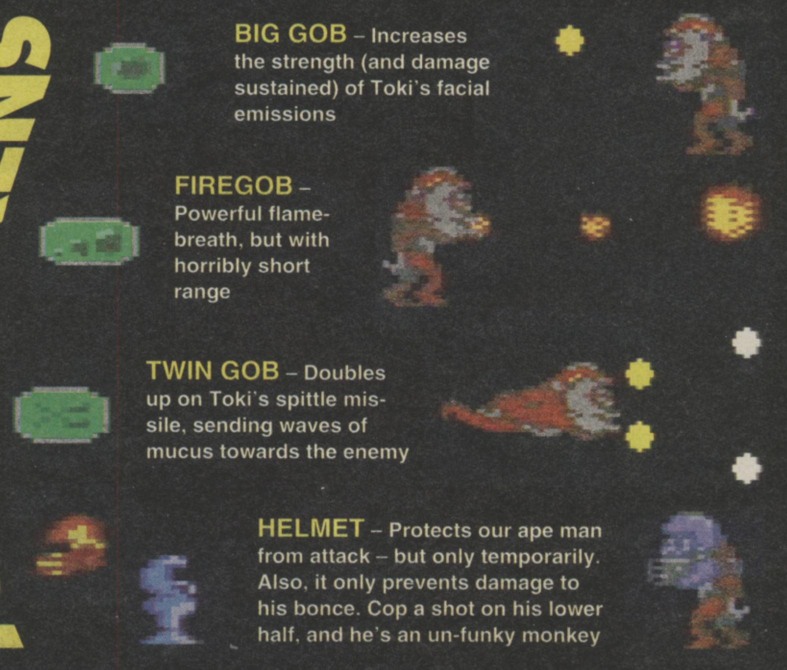
Beware these spinny green creatures

And it's end-of-level guardian time. This weird beastie has red tusk-things which fly out, boomerang-fashion!

Kill this nasty lizardy-type

Kill the squid to get the power-up (gob-up?)

TOKI TOKENS



BIG GOB – Increases the strength (and damage sustained) of Toki's facial emissions

FIREGOB – Powerful flame-breath, but with horribly short range

TWIN GOB – Doubles up on Toki's spittle missile, sending waves of mucus towards the enemy

HELMET – Protects our ape man from attack – but only temporarily. Also, it only prevents damage to his bonce. Cop a shot on his lower half, and he's an un-funky monkey

Game	*Toki*
Publisher	*Ocean*
Cartridge	*£14.99*
Release	*Out now*
Contact	*061 832 6633*

POWER RATING

THE DOWNERS...

- Just five levels – and only the guardians offer much resistance
- Spot effects are dire

100

86%

- **Great graphics throughout, with heaps of colour and loads of variety**
- **Arcade-style platform action is extremely playable and very addictive**
- **Thankfully, the soundtrack is a decent alternative to FX**
- **There are plenty of surprises in traps and enemies waiting round each corner!**
- **There are some major heavies to face**
- **Toki has a wide range of moves at his command – all accessed with little hassle**
- **A very affordable cartridge**

...AND THE UPPERS

0

ROGER FRAMES
buys
Budjit Games

Playing Batman was probably a bad idea, given my poor track record in 'not getting carried away'. Nonetheless, I felt that for the saftey of everyone in Gotham (south of Stoke) I should don mask, cape and Y-fronts. No longer would they cower in the shadow of crime. 'Who is that masked man?' they asked. I'm BatFrames...

TARZAN GOES APE

Code Masters, £3.99 cassette

Tarzan's always been a bit of a thicky (*I blame the parents – Ed*). Now he's gone and angered a witch doctor who, in revenge, has turned the ape man into a real ape. The idea in this platform game is to collect certain ingredients which enable Tarzan to reassume his human form.

These ingredients are a ring, a mask, some herbs, a diamond, a cauldron and a collection of bones. All six have to be picked up on each of the three levels (is that all?) to complete the task.

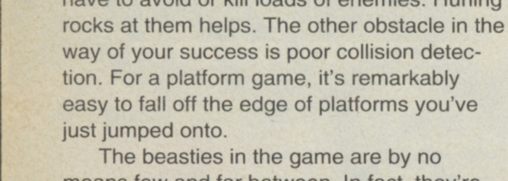
There may only be a trio of levels but they're hard – very hard. For one thing, you have to avoid or kill loads of enemies. Hurling rocks at them helps. The other obstacle in the way of your success is poor collision detection. For a platform game, it's remarkably easy to fall off the edge of platforms you've just jumped onto.

The beasties in the game are by no means few and far between. In fact, they're practically shoulder to shoulder. A lot of them, like the snakes and Amazon Warriors just shuffle around the platforms, preventing you from progressing until you've stoned them to death. Others are a tad more threatening. The birds are vile and, although they don't fire back at you, their erratic patterns of movement make negotiating small floating platforms horrendously difficult.

Another thing to watch out for is the ingredient sequence at the bottom right of the screen. If you collect one of the required objects out of sequence you will die horribly. There are also skulls scattered throughout the levels. Some do nothing, some kill on contact and others reverse your joystick movements for a short time. So what do you have in your favour? Er, nothing, apart from the boulders you throw. As I've already said, it's a tough one.

However, despite the frustrations of the game I found myself having a rare old time and wasn't content to leave it alone until I'd finished it (with a bit of help from a cheat mode). It ain't gonna win any prizes for originality or depth but it is good fun.

Tarzan was never very good with the birds. Let's face it, anyone whose best chat up line is 'ungh' deservesa deadly pecking



TARZAN GOES APE
Not the most complex platformer we've ever experienced but heck, it plays well enough and is oddly addictive
FRAME RATE 74%

Mere minutes after donning my 'Dark Knight' disguise, I happened upon the menacing visage of none other than Jack Napier – now horribly disfigured and operating under the name of... The Joker! (*Erm, isn't that the friendly old Rev. Counter? – Ed*)

MIAMI CHASE

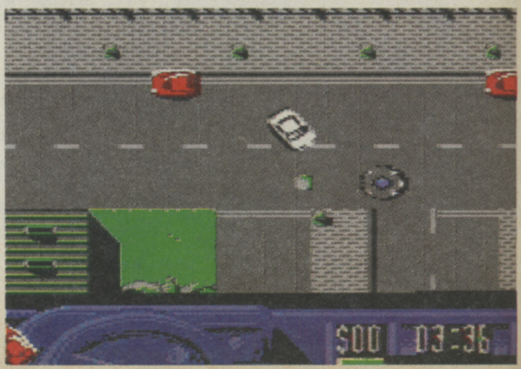
Code Masters, £3.99 cassette

Crime is on the increase. In fact, it's got so bad that the city mayor has given you, a boy racer with a Ferrari F40, 24 hours and immunity from the law so that you can clean up the city. Now, that's bad.

At the start of each level a piccie of the criminal you have to apprehend is displayed. Pretty useless really but it gets you in the right mood. Then it's straight into the game. The road is viewed from overhead and scrolls as you travel around. To the bottom left of the screen is a little rotating car. This shows you the colour of the criminals to be collared. On each level there's a host of red vehicles to destroy before you can attempt to 'arrest' the big bad guy.

Most of the time you need to shoot the cars to get rid of them but sometimes it's wiser to crash into them, leaving them no time to escape. This is a useful but ultimately dodgy tactic, as it knocks your energy down quite drastically. If things are looking grim,

This busy little race 'n' chase is a bit like a cross between *Super Cars* and *Chase HQ*. It's tricky to get to grips with, but good fun



find the shop and purchase some more energy. Later in the game, when you have a few more sponds to spend you can also obtain extra weaponry at the shop.

Complete a level and it's onto the next, which – it has to be said – is just like the previous one. The only difference is greater difficulty and a new road network. It's hard to control your car and levels are all a bit samey but the graphics aren't bad, and once you've mastered the controls it can be good fun.

MIAMI CHASE
Hard to begin with but once you get the hang of it, the frantic gameplay becomes quite engrossing
FRAME RATE **62%**

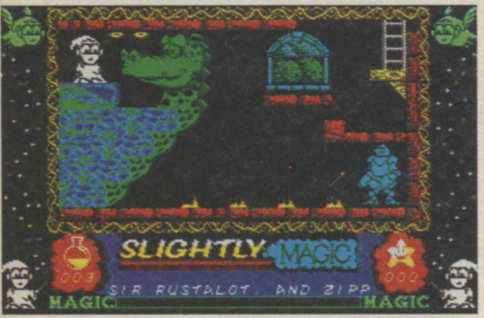
SLIGHTLY MAGIC

Code Masters, £3.99 cassette

Pass me the smelling salts, Code Masters have brought out, wait for it, an arcade adventure. The only differences this time are (a) Dizzy doesn't appear in it and (b) it's not actually very good.

You play a wizard, called Slightly, who has been entrapped in a castle. You have to escape the castle and free the princess who has also been banged up by an evil dragon.

At the start of the game your mastery of the ways of wizardry are sketchy, to say the least. You can't even cast a single spell. Playing 'find the lady' in a two card deck would be a tall order for you. What you can do is walk, jump and use your powers of logical deduction on the puzzles in the game. Early puzzles are dead simple; when a dragon complains of thirst, you have the almighty task of deciding whether to give him the flea collar or the bucket of water. Mercy!



Gosh! It looks so colourful and intriguing. But looks can be very deceptive. This game isn't even slightly magic – it's totally dull

But pass through the first few puzzles in the game and the bottom falls out of your cosy little world. Not only can't you find anything that looks remotely useful, but such animated monstrosities as ghosts, bats and rock monsters test your reflexes as well as your brainpower.

This puzzle-intensive formula is a good one. It's similar to that used in the *Dizzy* games which were excellent. Where this game falls flat is in it's poor execution. For a start, the graphics don't exactly cause your 64 to break into a sweat. Also, progress is slow. Slighty shuffles apologetically along, as if he's wandering around a library in a pair of bubblewrap shoes. And worst of all the menu system for picking up and dropping objects is flawed beyond belief. When you meet a creature that wants to talk to you the screen flashes on and off several times. Then, when you try to access the object you wish to use, it takes about seven joystick presses – unresponsive controls have never been so, er, unresponsive.

Slightly Magic is not a dreadful game, but we've come to expect more from Code Masters – especially in the way of arcade adventures. Sorry guys but if you're going to create something as popular as *Dizzy*, you'll have to make sure you've got something at least two thirds as good to back it up. And this isn't it.

SLIGHTLY MAGIC
Sorry, but cute graphics and good animation won't help you ignore the appalling programming. Is it written in BASIC?
FRAME RATE **38%**

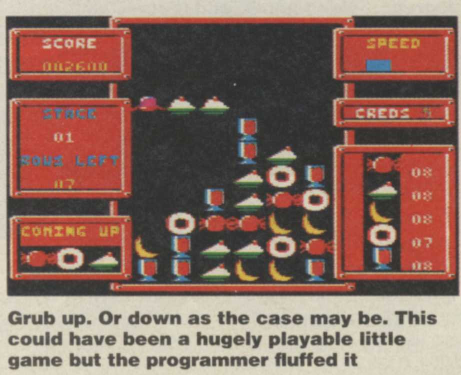
STACK UP

Zeppelin, £3.99 cassette

'Ooh yummy,' I thought when I saw this game for the first time. Some time ago I played a console game called *Columns*. It was such a riot I prayed that someday it would appear on the 64. Well, this ain't *Columns* but the idea has been ripped off a treat. Unfortunately, they forgot to rip off the playability with it.

The game is a *Tetris* variant. But Instead of manipulating falling shapes you have to shuffle combinations of food around. Basically there's a rectangular pit in the middle of the screen, and a group of three food items falls to the bottom where it comes to rest. While it's on its way down, you can move the food left and right with the joystick. All you have to do is position the tasty little blighters so that they fall in a straight line of three similar items of food or more. When this happens they disappear, leaving you more room to carry on. If you're hopeless and the food stacks right up to the top, it's game over.

Where *Columns* and *Stack Up* differ is in the orientation of the falling food. In *Columns* the food combinations were vertical and this worked brilliantly. However, in *Stack Up* the grub is horizontal and for some reason this doesn't work a fraction as well. This reduces what would have been a game of skill to one of luck. I feel *Stack Up* is a title destined to be played three or four times then forgotten.



Grub up. Or down as the case may be. This could have been a hugely playable little game but the programmer fluffed it

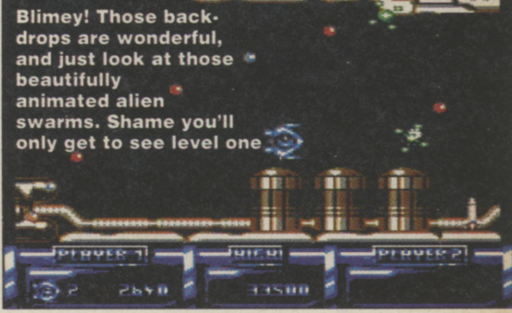
STACK UP
It's always the same isn't it. Someone gets hold of a brilliant idea, shuffles it about a bit, and ends up producing a pile of crap
FRAME RATE **38%**

Horrors! The ghastly fiend is using the local church as a cover for his underworld atrocities. I shall climb the belltower and swoop down on him as he makes his getaway...

IO

Zeppelin, £3.99 cassette

Cor! There are quotes saying what a good shoot 'em up this is all over the packaging. But I can honestly put my hand on my heart and say I detest it. It's too flamin' hard!



Blimey! Those backdrops are wonderful, and just look at those beautifully animated alien swarms. Shame you'll only get to see level one

It's standard shoot 'em up fare where you pilot your ship through hostile alien landscapes that scroll smoothly from right to left. Dozens of alien swarms and gun emplacements shoot at you and at the end of each level comes… an end-of-level guardian.

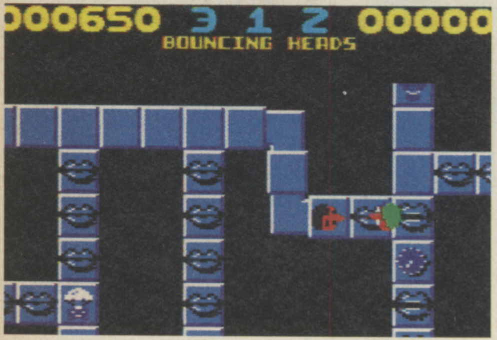
Shoot 'em up gameplay is normally a bit tricky until you find some power-ups to get you through the really tough parts. *Io* is too difficult to start with. Then you find some power-ups which do very little indeed. And just to shovel large pillars of salt into the already raw and gaping wound, the gameplay gets more difficult again.

Mind you, it's very slick. Rarely have I seen sprites rotate so well or alien formations swirl with such speed and finesse. But to come face to face with a frighteningly hard situation in the second or third screen of the first level just makes me want to switch off and cry myself to sleep. I loathe it and can only think of two people this would appeal to. The first is the programmer himself, and the second, if such a fellow exists, is Thrang, the omnipotent and all-playing god of badly designed shoot 'em ups.

IO

What is already a stunning looking shoot 'em up has been rendered useless by overly difficult gameplay

FRAME RATE 41%



Like *Io*, *Bouncing Heads* suffers from being far too hard. This is sad 'cos it's crammed full of really neat ideas and the gameplay is slick

BOUNCING HEADS

Zeppelin, £3.99 cassette

Take *Pacman*, add a large helping of *Bombuzal*, make it too hard and tedious and you'll probably have something not entirely unlike *Bouncing Heads*. You play a head – a bouncing head no less – which has to sproing around a thin walkway, picking up pairs of lips and avoiding or shooting opponents. The idea is to collect all the lips on any one level and get to the exit.

There are zap tokens scattered around which can be collected and used to destroy opponents. They are in very short supply though so frugality is a must (*it may be a must but is it a word? – Dep Ed*). You can also conserve your firepower by plotting a route that avoids opponents to a large extent.

Even so, you'll have to come into contact with a nasty sooner or later and they're unbelievably fast. If one comes near, blast it.

That's about all there is to it on level one. But get past that and things get hairy. Later there are all sorts of devices to make life difficult. There are switches that make muddy, impassable walkways fit to walk on. But this also means that any nasties that were cut off from you can now home in. There are ice patches, one way tiles, deadly tiles. In fact there are so many things going on it gets a bit difficult to tell what you're supposed to be doing. There are many good ideas in this game. The trouble is, when they're all bundled together it doesn't really work very well. I'm convinced that even if the programmer had made the nasties stationary it would still be a hefty challenge to plot your way successfully through each level.

BOUNCING HEADS

It's tragic that a game with so many good features should, in much the same way as *Io*, be far too hard to enjoy

FRAME RATE 60%

BATMAN – THE MOVIE

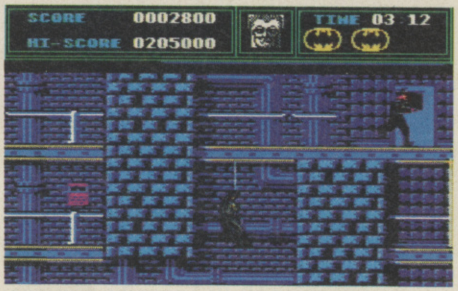
The Hit Squad, £3.99 cassette

Have I ever danced with the devil in the pale moonlight? Well, frankly no. But as you can see I did have a bit of a run in with the Reverend this month. (*Did I tell you the one about the Priest and the Dark Knight Detective? – Ed*)

Well the film itself was a bit of a stonker, wasn't it? No? Oh well, whether you liked it or hated it, it was gagging to be converted into a computer game, so Ocean (who else?) did, and rather successfully at that.

It's standard Ocean stuff, platform beat 'em up, drive aroundy bit, more platform beat 'em up. It's obviously a formula that works 'cos they've just used it for the umpteenth time in *Terminator 2*.

The first level sees our rubber-clad hero creaking around the Axis chemical plant in search of Jack Napier. There are lots of nooks and crannies in the maze of platforms that can only be reached by swinging around on your bat rope. Care must be taken though, plummetting too far kills you outright.



A great looking game, and it plays well too. Swinging around on ropes is handled really well and makes it that little bit different

There are also thugs and security guards who shoot at you. When you have found and shot Jack, he falls into a vat of chemicals and is known from here on in as The Joker. The graphics are great with gorgeous backdrops in various shades of blue and a stunning hi-res Batman sprite.

By the time you reach level two, the bat freak has traded his legs in for a Batmobile. Well, when I say traded, I don't mean he's literally given his legs to a local Batmobile specialist in exchange for a ca– (*You're getting tedious again Roger – Ed.*) Now you must travel through the streets avoiding The Joker's hoodlums and police alike. You can also use the grappling hook to get round corners at speed (just like in the film).

But good grief! The Joker has now gone and put poisonous substances in everyday household products. So in level three you have to complete a puzzle game in which you try and work out which products have been tampered with on your Bat Computer in the Bat Cave.

Level four is another drivey bit with more hazards but succeed here and you can brace yourself for the final showdown with the Joker on the roof of Gotham's gothic Cathedral.

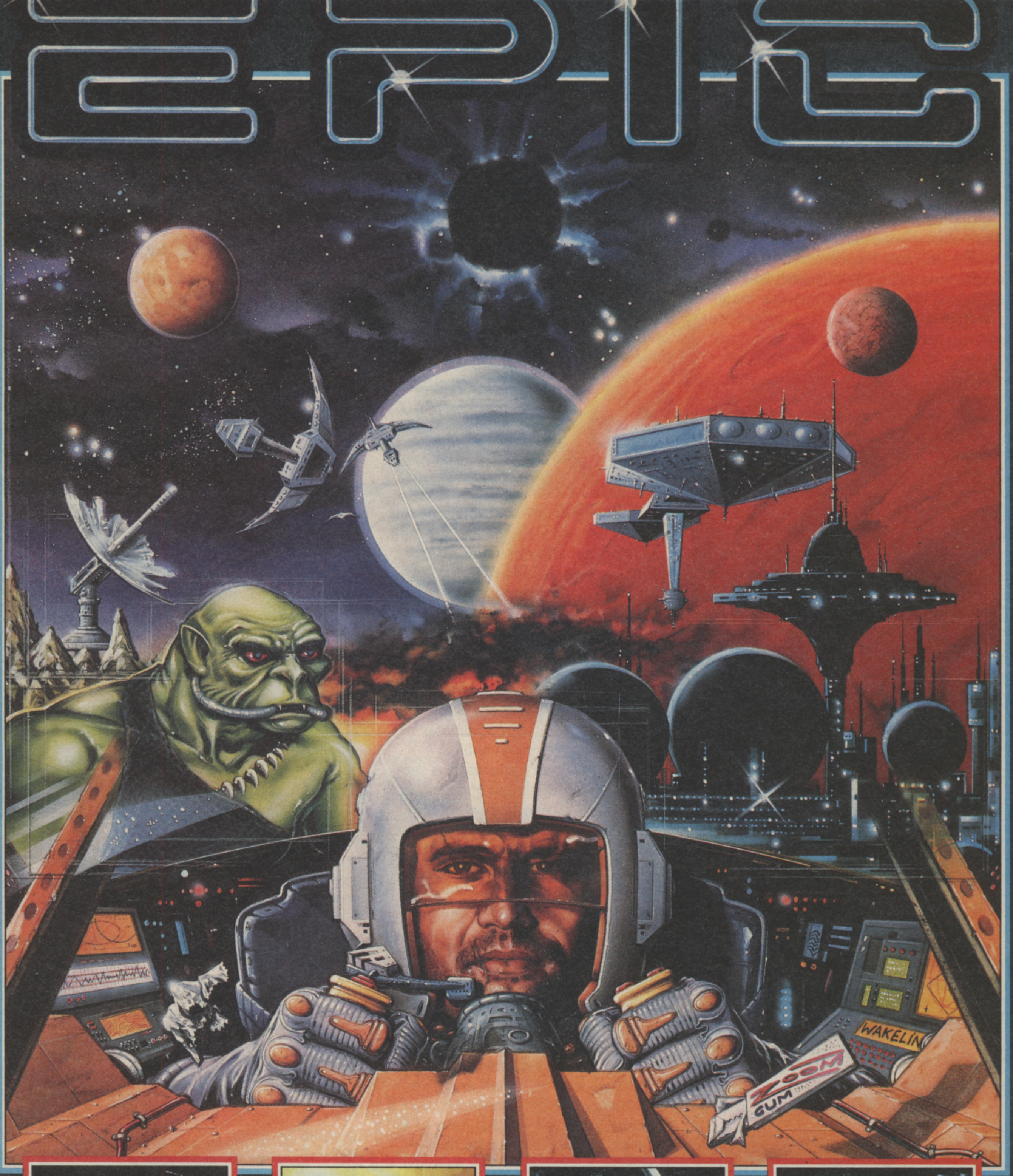
... Alternatively, I could stumble blindly to the top, trip over some crumbling masonry and find myself dangling precariously from a gargoyle. (*Will Roger escape from his latest predicament? Will the firemen lose their grip on the net? And does anybody really care if the little dweeb plummets? Tune in next month, same Bat-time, same Bat-channel – Ed*)

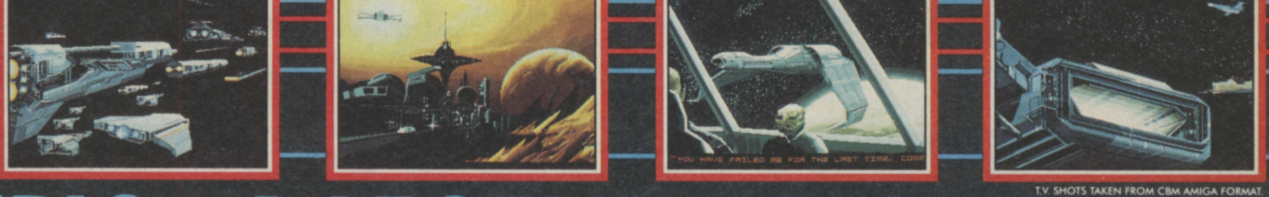
The game follows the film very closely in both plot and looks. The gameplay too is a bit special, although the platform levels suffer from too much similarity. There are so many games around like this these days that to give it a Corker would be a bit of a joke. Having said that, *Batman* is such a lark that the joke would be on you if you missed it at this price. (*But don't get carried away like some people we could mention – Ed.*)

BATMAN THE MOVIE

This is great stuff. The graphics are spinky, sprites are spanky and gameplay is sponky. (Crap words courtesy of Ollie)

FRAME RATE 86%





T.V. SHOTS TAKEN FROM CBM AMIGA FORMAT.

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A 3D 'epic' that reaches a milestone in polygon technology in terms of speed, graphical detail and pure out-and-out playability. A multitude of missions, ranging from devious to manic, take you deep into the heart of this sci-fi conquest of outer space. **EPIC** - a masterpiece of software engineering.

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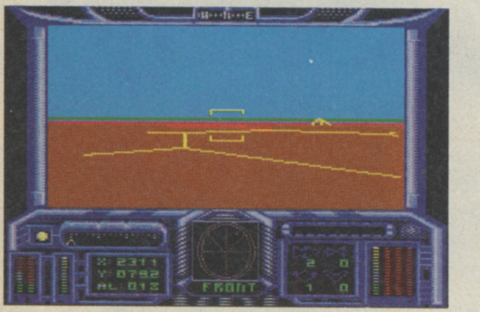
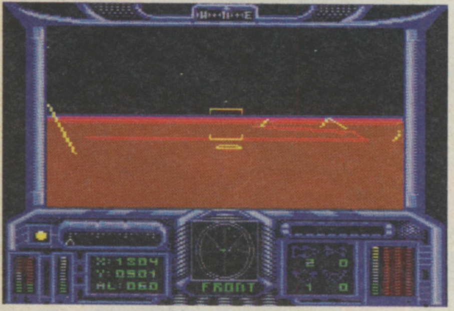
MOONFALL

Lumme, I could take up this page just describing the plot. But I'll try not to. You have to *buy* all the cities on the face of this moon (which doesn't orbit a planet) in order to free your ship's crew (who have been taken hostage, held by the moon's two indigenous races, the Roboforms and Remusians). Er, that's it. Catch one: you don't have enough money. So, that means going into business as a trader, buying raw materials from one moonbase and selling them to another until you're rich enough to own a planetoid. Phew, it's a good thing you've got a modified skimmer craft capable of carrying 200 tons of cargo. Catch two: pirates plague this moon and they're always on the look out for gimps like you with modified skimmer craft crammed with 200 tons of cargo. Ah.

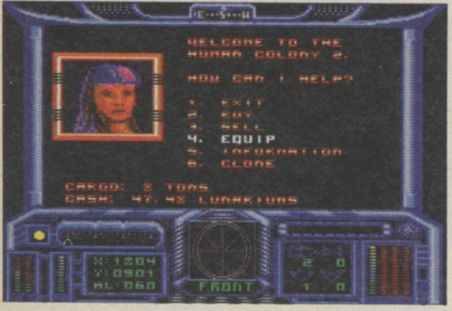
A break from the tedium of buying, selling and not being shot to pieces comes in the form of a choice of missions. There are ten of these and they range from escorting a craft from one place to another in one, to destroying a fleet of invasion ships a little later on. Those of you thinking *Elite* and/or *Mercenary* have got the picture.



The weather's usually fine but some areas are afflicted by thunderstorms. They're dangerous but they recharge plasma guns



You can switch off the lanscape colours to get the graphics to flow faster but there isn't a lot to lose



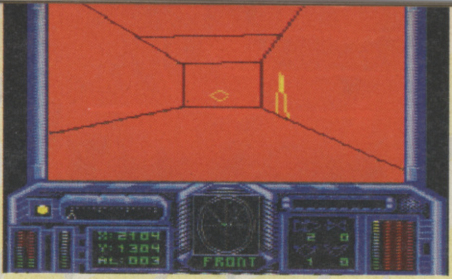
WELCOME TO THE
HUMAN COLONY 2.

HOW CAN I HELP?

1. EXIT
2. BUY
3. SELL
4. EQUIP
5. INFORMATION
6. CLONE

CARGO: 3 TONS
CASH: 47.42 LUNARIUNS

Cor! You're the first human I've seen on this planet. You, er, don't know where everyone else is do you?



For the most part, the underground complexes you come across only consist of a few rooms and corridors

Getting to grips with the controls is easy. We're not talking flight sim realism here. Your skimmer is always oriented horizontally and can bounce off mountains without needing so much as a new paint job, let alone a tub of plastic padding. The space bar acts as an accelerator and the Commodore key is the brake. There's a booster (which actually burns fuel more efficiently than the normal engine) and a navigation computer which indicates where various bases are. When you get to a base you can take your craft underground and walk through a wireframe maze of rooms and corridors, taking advantage of the diamond shaped com-links you'll find dotted around. From these you can buy equipment, trade cargo, maybe glean a little information. There are plenty of plot elements (like the coordinates of hidden human colonies) to find.

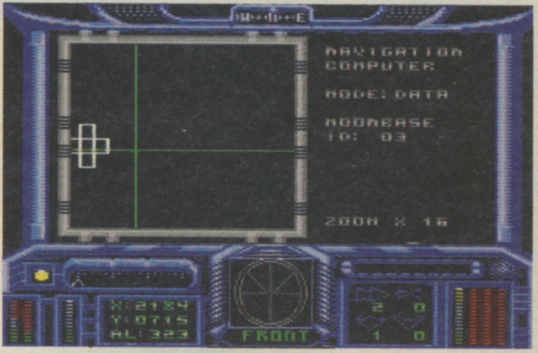
The equipment list is worth a second glance, though most of it is so expensive you'll spend much of the game simply coveting it. Nevertheless, if more powerful weaponry, shields, special scanners, bait droids and missiles aren't on your shopping list, tear it up and start again. It's a tough world out there. And you need this stuff.

Or do you? Unless you get your curiosity gland caught on *Moonfall* fairly early on, you're unlikely to want to finish the game. It certainly doesn't offer much in the way of visuals. True, you can take some of the colour out of the graphics to make them run faster but they're still strikingly unimpressive. And a persistent glitch will upset perfectionists. Beyond that, the gameplay asks a lot of a novice player. It isn't that easy to win a dogfight without some of the better weapons, even if your skills as a pilot are beyond question. If you run out of fuel in the wilderness and don't have the credits to call-out the nearest crater's equivalent of the AA, you – and the game – just sit there, waiting for the other to die. Or something. Sound effects are strictly of the buzz and hiss variety, so don't expect anything to tap your toes to while you wait for the world to end.

There are some atmospheric moments, like the first time you fly into a thunder storm and the navigation computer goes ga-ga as lightning bolts blast the landscape for as far as the eye can see. Then there's the sense of achievement when you discover a colony landing pad nestled between the peaks of some anonymous mountain range. Even the dawn and sunset effects are likely to conjure up some response at first. But ultimately, this sort of adventure has been done better before. *Elite*, *Tau Ceti* and *Mercenary* all beat *Moonfall* hands down. But such games are rare now and if you haven't already got them, a little lunacy could be just the thing.

SEAN

The navigation computer has a variable zoom mode. Here you should just be able to see the skimmer legging it away from Moonbase 3



NAVIGATION
COMPUTER

MODE: DATA

MOONBASE
ID: 03

ZOOM X 16

Game	**Moonfall**
Publisher	**21st Century Ent**
Cassette	**£10.99**
Disk	**£15.99**
Release	**Out now**
Contact	**0235 832939**

POWER RATING

THE DOWNERS...

- This sort of game has been done better before
- Not exactly what you'd call exciting to play
- The ultimate goal (buying a planet) may be too hard to achieve

100

72%

0

- **The adventure is big enough to keep the most successful explorer occupied for weeks**
- **Apart from one graphics glitch, it's well programmed**
- **At it's best when you stumble across the more atmospheric effects**
- **Ten missions of trouser changing quality**
- **Loads of upgrades and equipment to buy en route**
- **Easy to get to grips with all the controls**

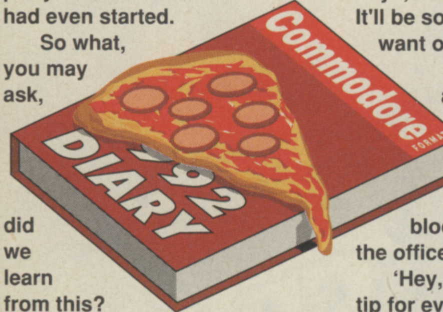
...AND THE UPPERS

STOP PRESS!

The SHOCKING true story of how an unfortunate ACCIDENT with a pizza led to a remarkable book YOU can benefit from! It MUST be told!

It was a crazy day just this side of a deadline when Andy's pizza wiped the date from an invitation to a party. The offending slice of Final Frontier Deep Pan was steaming away next to him, quietly spending its last moments on this VERY IMPORTANT PIECE OF PAPER when we discovered something about the Final Frontier Deep Pan that even its deranged creators didn't know. It could dissolve ink! Yep, when the invitation was finally rescued, it was utterly devoid of ink. The party was over before it had even started.

So what, you may ask, did we learn from this? Well, it occured to us that this fate was only one of many that could befall a piece of paper with important info on it and what was needed was some alternative method of IMPORTANT INFO STORAGE, one safe even from rogue pizza. That was when Thicky stunned us with his brilliant concept.



'Ere,' he said, 'what about a notebook that's split up into entries for every day of the year? We could write down all our important bits of info in one place and we could bind it in plastic to make it impervious to pizza.' Silence descended like bricks from the stratosphere. It was such a good idea that we wondered why no-one had ever thought of it before. Then we realised that they had. Andy was talking about a dairy...

'Hang on,' said Steve, scratching his head and finding a brick there. 'Isn't a dairy what you get low fat yoghurts from?'

'You're not wrong,' nodded Sean, checking his dictionary. 'It's no good. We can't write everything into a dairy. It'd get wet and go off after three days.'

'Well,' said Andy, 'if I just try writing it down...' He picked up his fave crayon and scribbled onto the front of a notepad. What he wrote looked like this:

Diary

'Brilliant!' Cried Steve. 'That's it. We'll make a *diary*. We'll write into it all the things we have to remember next year, like when we have to get issues of the mag out, birthdays, holidays and everything! It'll be so good everyone will want one.'

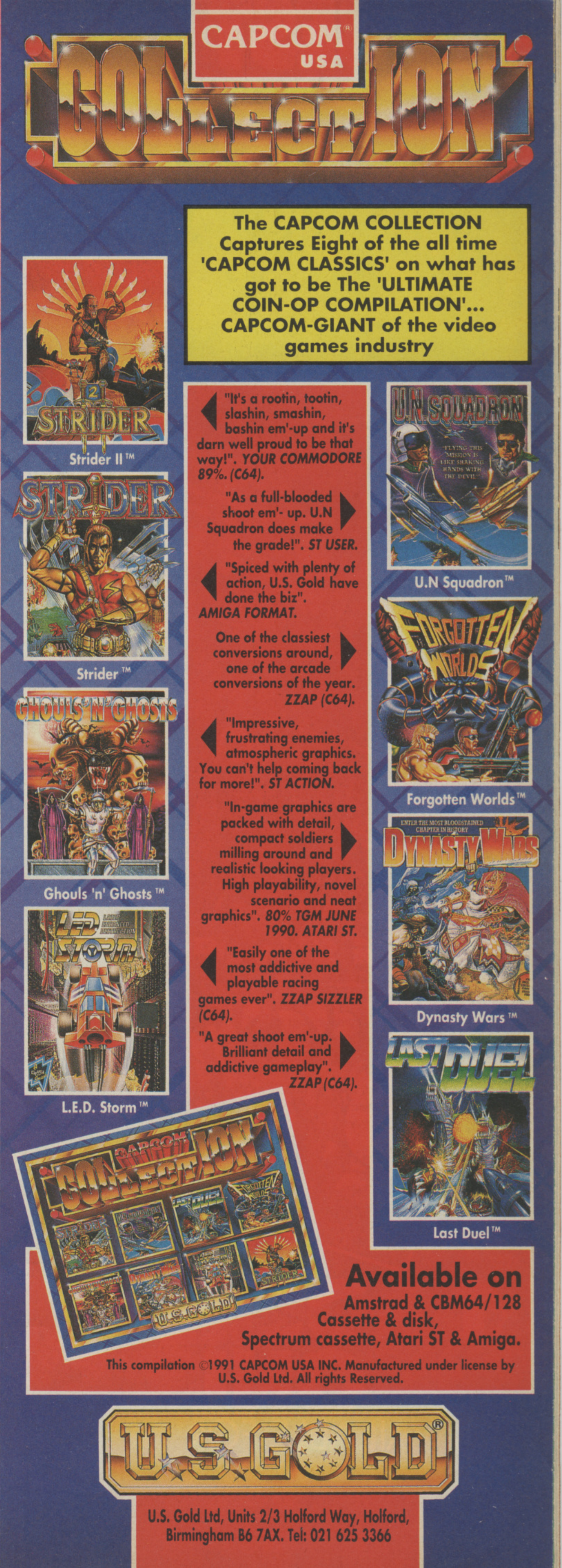
'And we can give them a cheat for every day of the year,' said Andy, looking at a box full of Gamebusters cheats that had been blocking the doorway into the office for weeks.

'Hey, if it's going to have a tip for every day, we ought to go the whole hog and make it THE ABSOLUTELY DEFINITIVE GAMEBUSTERS DIARY.'

So we burned the midnight oil and put together this pizza proof diary, squeezing in so many massive game solutions and maps that no 64 game player could afford to be without it. In fact, we had so many tips and cheats that we ran out of space and had to stick another hundred POKEs on a unique Gamebusters Tape.

Just one more thing. To make the diary useful to as many of you as possible, even if you live on the world's bottom, our diary starts running from April 1st 1992 and lasts until March 31st 1993. Brilliant, eh? Actually, all of the tips stuff will last forever and you don't *need* to wait until April or whenever to use it. And it won't matter what food you leave on it, the ink won't come off.

NEXT MONTH
Find out how to order this amazing book!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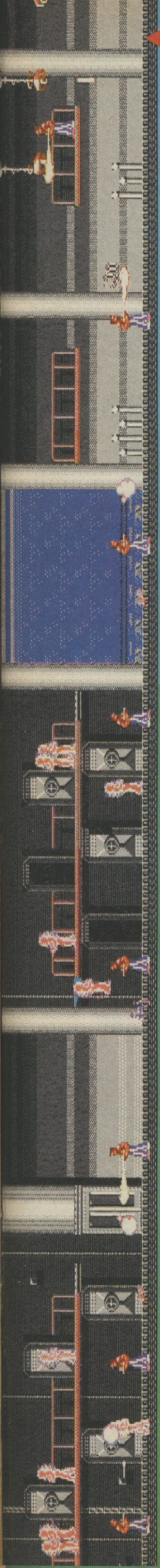


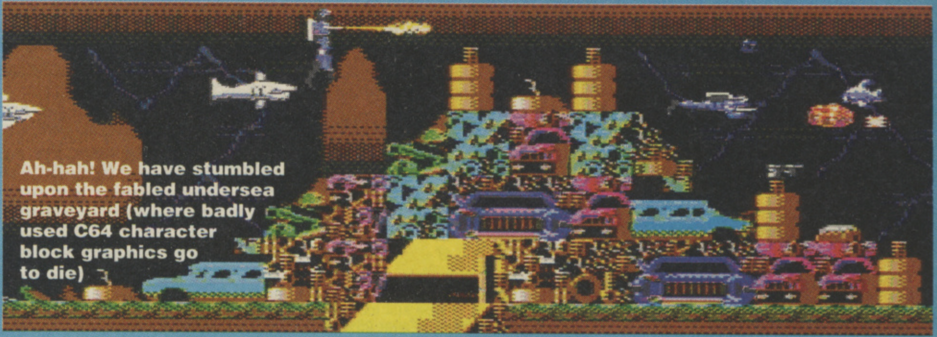
Here for your delectation and delight is the entire fourth level of *Thunder Jaws*. Exciting isn't it?

THUNDER JAWS

Spot the odd one out: *Xybots*, *Vindicators*, *Cyberball*, *Hard Drivin'*, *STUN Runner*. Yes, it's obvious isn't it? There isn't one. They're all Tengen licences and they're all crap. So it is with the utmost apprehension that I approach *Thunder Jaws* – yet another product of the Domark/Tengen deal.

The plot is this: the completely barmy Madame Q is busy creating an army of lizard women in her underwater bases. Now you're either a crack underwater commando-spy trained in the art of killing… or an amateur scuba diver who has stumbled upon Madame Q's sub-aquatic lair while on a pebble-collecting expedition. It's never really explained too clearly; either way, you're in deep water (*Commodore Format* would like to apologise for that last statement. We're sorry and it won't happen again).

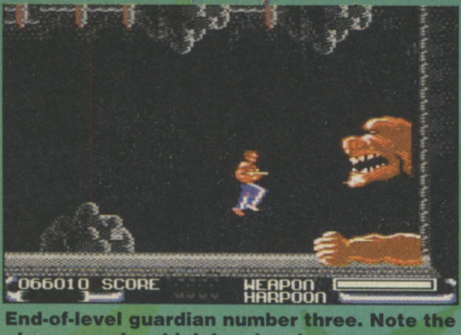
As you would expect, some mad old lady with a reptile fixation isn't going to let you stroll around her secret base without a bit of a fight. She immediately unleashes her Q-Forces, consisting of an almost infinite number of guards, robot guards, robot spiders, manta-men, lava-men, sharks, barrels full of gunk, tanks, laser devices, fire-women, bat-women, lizard-women, uneven paving slabs and a partridge in a pear tree shouldering a thermonuclear bazooka. She really is as mad as a Ford Escort.



Ah-hah! We have stumbled upon the fabled undersea graveyard (where badly used C64 character block graphics go to die)

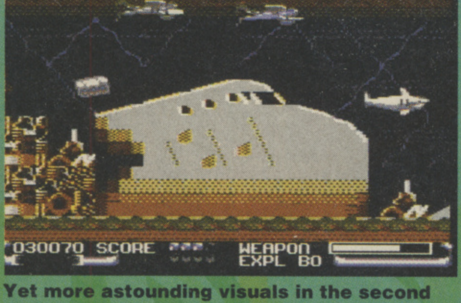
The Madame Q-defeating mission is split into alternating wet 'n' dry levels. You must first swim through her underwater defences to reach each base. Then you have to run the gauntlet of her base defences in order to reach and destroy the end-of-level guardian. Back into your wet suit and so it continues…

Ignoring the wacky plotline, what we have here is a pretty formulaic shoot 'em up: the formula being *Rolling Thunder* + underwater James Bond-type stuff = not very much, I'm afraid. The 64 version isn't particularly good-looking or particularly nice-sounding or particularly playable. In fact it's so hectic that you generally just stomp through, hitting fire as fast as possible. There's little in the way of tactics or strategy you can employ and it all grows very dull, very quickly.



End-of-level guardian number three. Note the clever way in which head and arm seem to float as if attached to nothing at all

The visuals are a wonderful vintage – circa 1986, I do believe. Backdrops, sprites and animation (a full three frames worth in most cases) are all pretty naff – but then at least they're in line with the coin-op. True there's a nice explodey sound effect and a 'bloop' noise as your swimmer blows bubbles – but during play that's as much as you get.



Yet more astounding visuals in the second underwater sequence. These, believe it or not, are the remains of a downed Jumbo jet

It's not even neatly coded: there are graphic glitches, unfriendly collision detection, sprite bugs (enemies hover in mid-air) and levels which just stop, rather than ending properly.

Spot the odd one out: *Xybots*, *Vindicators*, *Cyberball*, *Hard Drivin'*, *STUN Runner*, *Thunder Jaws*… Oh dear. It looks like its Domark – six, C64 gamers – nil. Now I can't make some inane 'getting your teeth into it' joke at the end.

STEVE

Game	**Thunder Jaws**
Publisher	**Domark**
Cassette	**£11.99**
Disk	**£14.99**
Release	**Out now**
Contact	**081 780 2222**

POWER RATING

THE DOWNERS…

- Poor quality programming: glitches, bugs and generally sloppy
- Awful graphics – character blocks are in evidence throughout
- Flaky animation on all of the sprites – three frames at most
- Tedious gameplay of the most mindless variety
- Poor game design offers no real challenge – just fire and hope
- Action doesn't change from one level to the next – it just gets harder
- Where's the in-game soundtrack?
- The end-of-level guardians are pretty pathetic

100

38%

0

- **The explosion sound effects are nice and meaty**
- **There are enough tough levels to keep you occupied**
- **Lots of weapon power-ups**

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RESET ALL	– RESET of any program.
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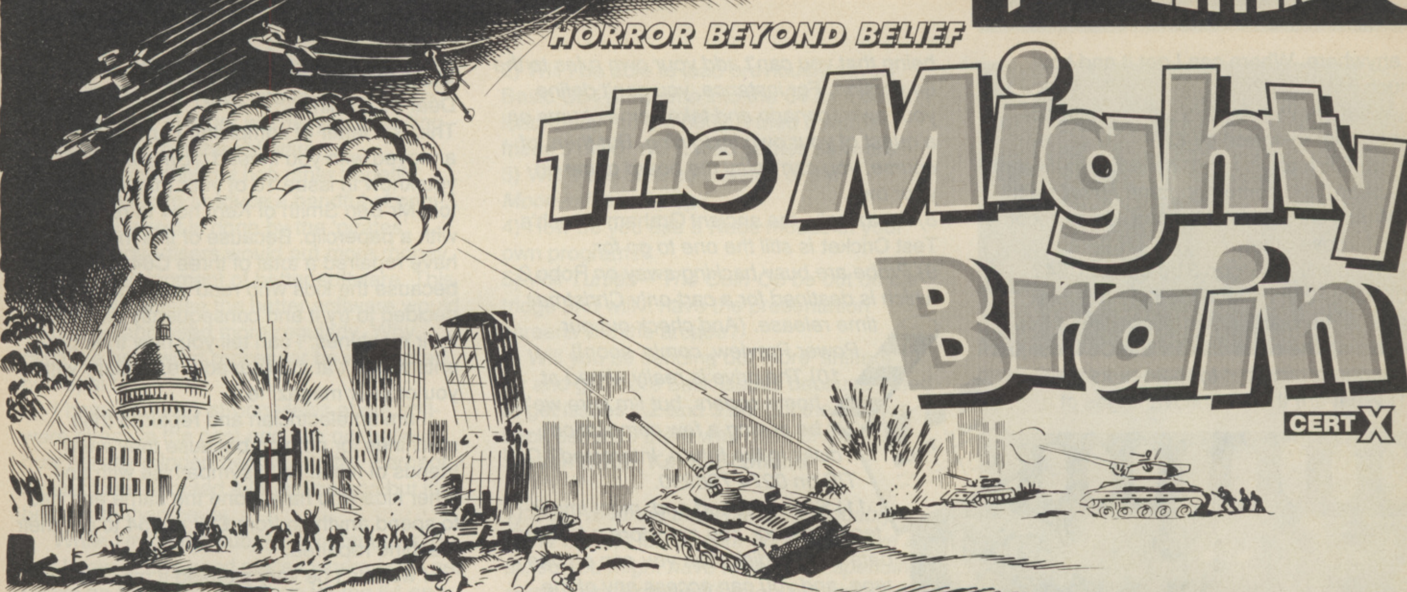


The Mighty Brain

This month old greysome spares a few moments to reminisce over his earlier career as a movie star. And if that bores you senseless, maybe you'd settle for sending him a few words via Commodore Format, 30 Monmouth Street, Bath BA1 2BW. Action!

FRONT CRAWLIN' CF

Dear TMB,

You probably already know that your fantastic mag costs $7.60 here in Australia. It's also about three months late. Now you're probably thinking I'm complaining. Well you're wrong. I reckon £2.20 is a fair price to pay for a work of art. But how is it that we get to pay $7.60? After all, the Aussie dollar ain't that bad.

Well I'll tell you, even if you don't care. It gets here with the *Commodore Format* swimmer. That's right folks, he swims here with the precious cargo strapped to his back – I've seen him, and boy does he look stuffed. Anyway, that explains it all – the time it takes him to swim here causes the delay, the high wage he's paid due to the dangerous nature of his employment explains the price.

Enough about that, now for the customary numbered questions :

1) What do you think of the *3D Construction Kit* ? How does it compare to the brilliant *Shoot 'Em Up Construction Kit* ?
2) What do you think are our chances of being able to get a platform game construction kit in the future? Do they already exist?
3) Don't you think that *Football Manager* should have been included in your A-Z of classic games?
4) Do you think you could make your Mail Order section a bit more user friendly to overseas readers? Why do we have to ring Clare anyway? Couldn't you just make allowance by saying overseas readers should add £x to the listed price? This would make it a lot easier for us.

Finally, I'd like to say that I think your Power Rating system is great. I've had just about enough hookability, lastability rubbish to make me sick. Good on ya, *CF*. Keep it up.
Mark Civitella, Perth, Western Australia

It's no good. You've rumbled our plot. Blown our gaff. Yes folks, due to the recession, poor old CF has to send it's overseas supplies by Swim-U-Like delivery services. ('No Ocean Too Wide').
1) The main difference between the two utilities is in the style of game which you can construct. If you're into high-speed scrolly shoot 'em ups, then the slow-moving exploration of the 3DCK *won't be your cup of tea. Also, on balance, I think it takes a lot longer to prepare a fully-fledged* 3DCK *game than one using the* SEUCK.
2) Sensible Software had plans to code a platform game construction kit many moons ago but, sadly, it came to naught.
3) Probably. The top 100 were chosen by Gordo, and to be honest he was a bit spoilt for choice. If we did the top 1,000 we'd probably have missed someone's favourite 64 game.
4) We can' t just add X amount for overseas readers, since you could live anywhere from Ireland to Australia. Anyway, Clare's very nice. Why don't you want to speak to her?
TMB

TAKE 1
T.M.B
ISO 100/21
14A

'Here I am sharing a private joke with Kim Parker behind the scenes of *Fiend Without A Face*. Note the Deely Boppers'

GREEDY QUESTIONEER

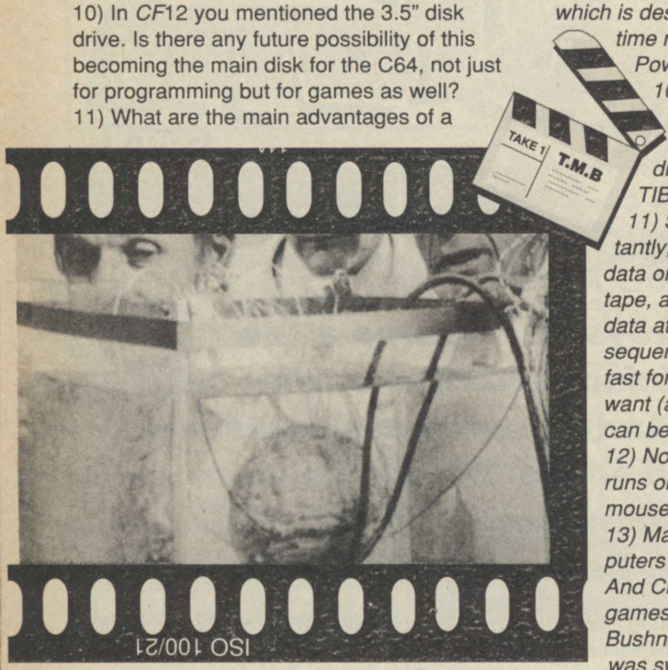
To the pink one,

Firstly, I would like to comment on the letter about ELSPA in *CF*12. The reader who wrote may feel anger for the ELSPA adverts and the pain they may cause inadvertently, but at least they are striving for a good cause. However, the reader fails to mention the telephone number advertisements which also appeal to 'young, vulnerable children'. These too can cause pain as the child, attracted by the advert, runs up huge debts which cannot be repaid, causing the family anguish an possibly forcing them out of their home. This is not an exaggeration, it has happened! Maybe all adverts such as ELSPA and the 0898 numbers should be banned.

Secondly, I would like to ask you a list of questions (*At this point, Mr English proceeded to ask no fewer than 43 questions. I thought this was a bit greedy, so I've just picked the best ones –* **TMB**):
1) Is the *Mega-Hot* collection worth getting as I have heard that both *Pro-Tennis* and *Mig-29* are quite good?
2) Is *ATF* any good?
3) I own *World Class Leaderboard* and *Leaderboard* but can't find *Tournament Leaderboard* anywhere. Can you help?
4) Is *Laser Squad* worth buying?
5) In *CF*4 there was an advertisement for a compilation called *Challengers* but I can't find

it anywhere. Where can I get it and how much will it cost?
6) What are your favourite three full-price games not reviewed by *CF*?
7) Are there any major differences between the board and computer game *HeroQuest*?
8) Which cricket simulator would you recommend above others?
9) When will *Robocop 3* be out on C64?
10) In *CF*12 you mentioned the 3.5" disk drive. Is there any future possibility of this becoming the main disk for the C64, not just for programming but for games as well?
11) What are the main advantages of a disk drive over a tape deck?
12) Do you need a mouse or disk drive for *OCP Art Studio*?
13) What was the first games computer? And how would it rate against modern computers?
14) Is there or will there ever be a game based on running the British Government?
15) Is *Star Trek* on tape and where can I get it if it is?

Please answer some of these questions as it will keep me totally satisfied if you do (for this month anyway).
Miguel English, Wirral



'Oh, I had such a rotten time making *The Final Programme*. They never gave me any lines, and I was stuck in that tank for six months (you can see I'm even starting to prune)'

1) I think you're a bit confused Mig-29 *wasn't written for the C64 – it's a 16-bit vector graphic flight sim. However, 64* Pro Tennis *is a damn fine tennis game.*
2) It's... all right. It's quite old and looks a bit simple compared to flight sims like Gunship.
3) All three games are on MultiMixx 1 *on the Kixx label. If in doubt, give US Gold a ring on 021 356 3388 and speak to Donna Currigan.*
4) Most definitely. Contact Blade Software on 0480 496497 and natter to Louise Robertson.
5) You need to call Duncan Louthian at Ubi Soft on 0252 860299. Be prepared to lash out £15 or so for the tape version.
6) Ooh, that's a toughie! Three of the best pre-CF games are Arkanoid, Defender Of The Crown *and* Elite. *(But then, that's only taken us as far as the 'E's!) Really, there are far too many games which appeared before CF to choose from.*
7) There are slight differences, the main one being that you can't add your own rules to the 64 version. For instance, you can't define your own scenario and take some chums on a quest of your own imagining. But then, of course, you can't play the board game on your own.
8) Amazingly, the ancient Graham Gooch's Test Cricket *is still the one to go for.*
9) Probe are busy hacking away on Robo 3, *which is destined for a cart-only Christmas time release. (And check out our Power Preview, comin' soon!)*
10) The drive is really aimed at home coders, but I'm sure we'll be seeing a few compilation disks in the future. Interested? Call TIB on 0274 736990.
11) Speed, speed and, most importantly, speed. You can store a lot more data on one disk than you can on one tape, and you can access any of the data at any time. Data on tape is sequential, which means you have to fast forward/rewind to get to the bit you want (and we all know what a pain that can be!).
12) Not necessarily: the OCP Art Studio *runs on tape using a joystick, but the mouse/disk drive option is friendlier.*
13) Many of the early mainframe computers ran simple games like Noughts And Crosses, but the first dedicated games machine has to be Nolan Bushnell's Pong *arcade machine. This was swiftly followed by the Binatone and Prinztronic Ping Pong machines which were a bit basic to say the least. Compared to today's machines? There is none.*
14) Well, Mosaic Publishing released Yes Prime Minister *which is about as close to real ministerial business as any sane person would want to get. Shame it was crap, really.*
15) Star Trek *– designed by Mike Singleton – was originally released on the Firebird label (British Telecomsoft) which was then bought by Microprose. Given that Mike still receives the odd royalty cheque, try giving Microprose a bell on 0666 54326.*
TMB

ANYONE FOR SPAM?

Dear TMB
I'm interested in producing a disk fanzine. For this, I would need a DTP wouldn't I? Any tips on the cheapest and best one to get? Also, could I produce covers, fonts, drawings etc, for my fanzine with my *OCP Art Studio*?
Robert Pearce (Future Fanzine Tycoon)

You don't need a DTP, *you need* some DTP. *It stands for Desk Top Publishing and describes the way in which magazines like* CF *are produced, using computers and on-screen layout. Really, the only package you need is* Stop Press And Mouse. *This is a disk-based DTP package which, considering the limitations of the 64, can produce some very professional-looking documents. Although you can't import files from other graphics packages, it does have its own font and screen editors built-in. You can get* SPAM *from* CF's *mail order department for a paltry £24.95. Flip to page 66 right now!*

HAMSTER RESET

Dear Mr. Brain,
This is a letter of complaint. I am very annoyed with you indeed. (*Uh-oh!* – **TMB**) As you know in issue 10 of your magazine you told Mr Ben Smith of Kent how to reset his 64 with a paperclip. Because of this information I have repaired a total of three C64 computers because the kids who read your column decided to try it and consequently damaged their machines. I can tell you now their parents weren't at all pleased – especially with you or your magazine.

I am an electrician and repaired their machines for nothing because they were friends of mine. But I sympathise with any other kids who have done the same and had to spend anything from £28 to £54 to get their machine repaired.

I wouldn't be very pleased if my son had just ruined a computer because of what 'The Mighty Brain' had printed. In fact I wouldn't be surprised if you get a few repair bills posted to you. Fair enough you did give a warning but do you think any kid who is eager to infinite lives on his favourite game is going to take any notice?

There is a reset cartridge available from an advert printed in your magazine and it costs no more than £6.99. It is obtainable from Commodore Supplies (tel: 0322 291219). I think a lot of people would find that cheaper than a repair bill!

A lot of people who read your magazine have great respect for you because you are 'The Mighty Brain' and they take the information you print seriously. Don't let them down. I think you owe it to you readers to correct the damage you helped contribute to.

Never – I repeat – never stick anything in the back of your computer, whether it is a screwdriver or a paperclip or even a hamster. Don't do it – it's bad for your Commodore's health and the hamster's too !
The Warrior

As you said, Mr Warrior, we did warn people about the dangers inherent in ye olde paper clip reset, so anyone thinking of sending me a repair bill can just think again. Resetting the 64 using some wirey device is just as reliable as using a reset switch, as long as you are careful. Sorry for any inconvenience, but I can only suggest that if you have poor eyesight or shaky hands, don't do it!
TMB

PONDERING PIRACY

Dear Mighty Brain
I recently read your letter on software piracy *(CF12)*, and although I do not agree with you entirely I do find your opinions more open-minded than most.

For years I have believed software piracy is just a way of thinking. Copying software only becomes piracy when someone says you can't copy it. This may sound straightforward on the surface but a bit of lateral thinking will give you the answer: find a reason to legitamise copying.

Finding a reason to copy is easy. To start with there's advertising. For example, if I produced a program that included advertising for

CF, you would want that advertising to reach a large audience. Now, you tell me how you could do that? In other words, you're selling your produce, not the software.

This line of thought has other benefits. You only have to produce a handful of originals and the rest is done by the 'pirates'. Also, the advertisers would put more money into the development of better software. This is obvious because the better software would be copied and used more regularly. Why can't the best word processor be sponsored by Pepsi?

I have had *very* strong views about software piracy in the past and can not believe how narrow-minded people can be. Perhaps I should have shouted a long time ago but it's better late than never.

While I'm on the subject of computers, do you know of any good places where I can get books on Machine Language for the 64 and 128 as I've looked everywhere without success. Thanks.

Gareth Guest, Stourbridge

P.S. why don't you do program hints and tips for the C128 there is a lot of people out there who would benefit?

Interesting views but I don't think they would ever work. Basically, what you're suggesting is software which is sponsored and paid for by the ads they carry. Unfortunately, you can bet your life that the first thing pirates would do is to hack into the program and remove the advertising just for the hell of it (they're a bit stupid like that).

And what about those honest people who don't have access to a pirate 'ring'. Presumably, these poor saps would have to go out and buy the game instead – or perhaps the shops would just hand out tapes which have previously been copied behind the counter?

I also think that this system would seriously detract from the quality of the software. At the moment, the better the game (usually) the more it sells. This is a strong incentive to make a game as good as possible. But if the programmer is guaranteed a wage, he'll just whack out the game and take his cut. Ta very much Pepsi/Sony/Ford/whoever.

Sorry, but as far as I'm concerned the current system works pretty well; it's only the pirates who spoil it for everyone else.

TMB

OTHER ISSUES

Dear Mighty Brain,

I have some questions which I hope you can answer. Here goes:

1) I was recently given a Commodore 8032-SK computer with a 8023P tractor printer and a 8050 dual disk drive. The disk drive is connected to the computer and the printer is connected to the disk drive. What would be the cheapest interface that could connect both of these to my C64? I was thinking about the Sprint 128 from Datel Electronics.

2) Will I be able to load previously saved Basic C64 programs into the 64 as it doesn't load them into the 8032 (I tried it with a friend's disk). Will it load games software?

3) Will there be a conversion of the *Moonwalker* coin-op?

4) How do you use a Neos mouse in your own programs?

5) Will *Turtles – The Coin-Op* be out on cartridge and will it have the presentation screens like the arcade?

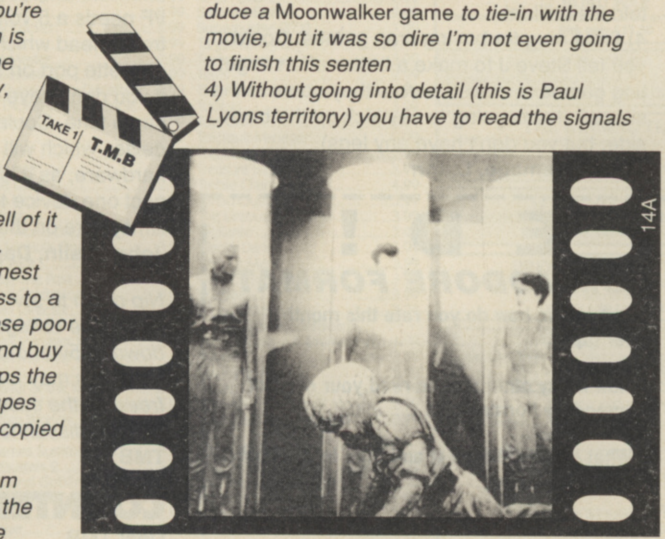
6) Will you be sending out more 'sniffers' to try and get more back issues because I tried to get issues 1,2 and 3 but got the cheque back because there was none of these left.

Steven Robb, Keith, Scotland

1) & 2) I'm afraid that your C64 probably won't want to talk to your 8050 disk drive at all, so you might have to resort to spending some money on new(ish) equipment. If you would like some more information about how to use the equipment you do have, it's probably time to contact our old chums ICPUG on 081 651 5436.

3) There are no plans to produce either a Moonwalker *coin-op convo, or a version of the* Moonwalker *game currently being played on Sega's home consoles. US Gold did produce a* Moonwalker *game to tie-in with the movie, but it was so dire I'm not even going to finish this senten*

4) Without going into detail (this is Paul Lyons territory) you have to read the signals from Port 2 (PEEK it) and translate the mouse signals into something your program can use. Sounds like you could do with the C64 Programmer's Reference Guide (ISBN 3-88963-183-5).



'I had a lot of fun in *This Island Earth*, being carried around on top of a stuntman for the whole movie! No lines – again'

5) Turtles *(PowerTested on page 32) is on tape and disk as normal. It doesn't have the intro scenes because even with the data compressed it still fills a double-sided disk. However, you do have the outro sequence which is pretty spiffy.*

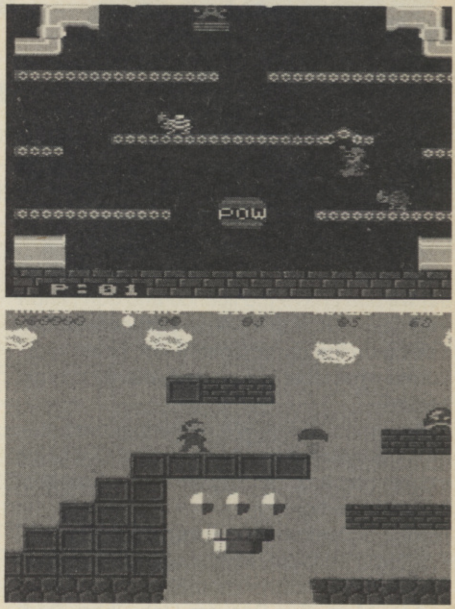
6) Sorry, those excellent issues have finally sold right out, never to be seen again.

TMB

CHART TALK

Dear TMB,

I would hate to be a stick in the mud but, I have got a copy of the *Great Giana Sisters*. I have have had it for a long time now. Note, it is not pirated or produced illegally and is in its proper box with the instructions.



Thanks to Mohit Rao of Victoria in Australia for sending in versions of Ocean's *Mario Bros* (top) and *Super Mario Bros* (bottom). Sorry, Mohit, but this is in fact a hacked copy of *Great Giana Sisters*, with the main sprite altered to look like Mario. And while it might look like the greatest platform game in the Universe, it sure don't play like it!

I have also got some questions:

1) Have you any information on *3* because I have completed *Turry 2*.

2) Why is your mag so cheap? My last one had 4 great demos and a good game. You must be paid peanuts.

3) How does Gallup Ltd get the information for the charts?

John Muzalewski, Grimsby

If I were you, I'd guard that copy of GGS *with your life – there aren't many copies out there!*

1) I'm afraid Manfred Trenz has moved onto other things. So far, there are no plans for a Turrican 3.

2) You're not kidding. The team even have to shell them themselves.

3) The chart information is collated directly from sales. Certain shops use the bar codes on game boxes to ring up the price. Each sale is recorded and this information is passed on to Gallup who put it all onto computer and sort them into order of biggest sales. It's a very accurate system.

TMB

TAPE TO DISK

Dear Mighty Brain,

After reading Snippets (*CF*12, pages 11 and 13) about Commodore removing the cassette port from future C64's, this will make the PowerPacks on the front of future issues of *Commodore Format* redundant. Will there be a form of voucher system for the C64 users who do not have the parts to get disks?

Darren P. Emenery, Hailsham

There are more than enough C64 owners with tape decks to ensure that CF's *PowerPacks will continue. If in the future there's a great enough demand for disk versions of the tape, perhaps we could instigate some sort of replacement service.*

TMB

MOVIE, MOVIE

Dear TMB

I had a couple of questions about the C64 Computer in mind, so seeing as you were the mightiest brain in all of the universe I figured it fitted to send them to you, Okay, away I go:

a) I knew that Mirrorsoft was behind *Back To The Future 2* and *3*, so when I wanted to know about the first film and if there was a game, I rang them up. 'Sorry there is a game but we don't have the licence and don't know who does.' So is there any slight possibility of it being on the cover tape? If not, could you tell me what label it is on and where I can get it from?

b) Apparently, there is a game to go with the film of *Bladerunner*. Any chance of that being a cover game or can you tell me the name of the software house?

Mark J H Seavers, Kenilworth

P.S. Hello to: Brian, Michelle, Robert, and Ben Heatley and John and Robert Seavers, and my Mum, Sue Seavers (John is my Dad).

a) The first Back To The Future *game was coded by Martin Walker for Electric Dreams. He was given less than 20 weeks to code an original game to coincide with the release of the movie, and considering this, he was quite happy with the results. (Reviews weren't so favourable, though). It's now deleted.*

b) CRL coded a game based on the Vangelis soundtrack of the film Bladerunner *(weird, huh?). It was, by all accounts, garbage.*

TMB

ISO 100/21
TAKE 1
T.M.B
14A

'There was romance in the air between myself and Anne Heywood, during the making of *Vengeance*. In the end, though, she ran off with one of the legs'

TAKE FOUR

Dear Brain

As you are the most intelligent thing known to man, I hope you can spare some time by answering my questions.

1) When is *WWF Wrestling* from Ocean being released and is it coming on cart or cassette?

2) Can you get the 1541 MKII disk drive for under £100? (I can't afford anything more.)

3) Why isn't *Sim City* on cassette? I've been told it's brilliant.

4) I'm a mug for buying crap games. Could you tell Steve J to make a better effort in getting games reviewed *before* they come in the shops? (I was going to say kick up the backside, but you don't have any legs).

Darren Ramage, Luton

1) WWF should be out before Chrimble, so you won't have to wait much longer.

2) You're going to have to scour the second hand columns of mags like New Computer Express for that sort of stuff.

3) Big games like Sim City *need to have constant access to information which they can only get by reading from disk as the game goes along. They could put it on tape, but it wouldn't have half the features of the disk version and would probably be pretty dull.*

4) Our cretinous Editor does his best to get hold of games before they're released but software houses are particularly cagey about releasing pre-pro games these days because of the dangers of piracy. (Cheek! As if we would pirate them! Harumph.) Also, if a game is 'duff', publishers are loathed to send out a review copy lest it should get a slagging.

TMB

5V SPRINT

Dear Mighty Brain

I have just purchased a Citizen Swift 24 printer to use with my C64, and it works just fine. The only problem is that the Sprint 128 I/F needs a 5 volt power feed which it gets from a lead which I have to connect to the cassette port on the computer. That's all right if you don't have to use the Datasette at the same time. Could you tell me if there is a device which will connect both pieces of hardware, as it is annoying having to disconnect one device to use the other, and the flimsy wire on the I/F won't take much strain.

John Joslin, Dagenham

Nip down to some electronics retailer and buy a variable voltage power adaptor. Crank it down to 5v and connect it to the Sprint 128 lead (this may involve some soldering). That frees up the cassette port, and saves having to keep disconnecting the lead.

TMB

COUNTER POINT

Dear TMB

1) If you are so clever, why don't you solve some of the world's problems?

2) Recently I went to my local computer shop to buy *Atomic Robo Kid* or *Shadow Of The Beast*. But when I asked the man behind the counter if had them in, he told me that they weren't out yet. Is this true?

3) I hope you don't mind me saying this, but I think your ego is twice as big as your IQ.

4) Are there any more Mighty Brains?

Andrew Smith

1) Hey dude, it's not my planet.

2) He's dead wrong: they've both been on the shelves for months. You can get Shadow Of The Beast *from Ocean (tel: 061 832 6633) but since Activision have sort of fizzled out, you'll have to check out some of the mail order companies for a copy of* Atomic Robo-Kid. *You should find it.*

3) 'Ego' is a strictly human term. I don't need one. But if I did have one, you'd be right.

4) Are you kidding?

TMB

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BACK TO BASIC

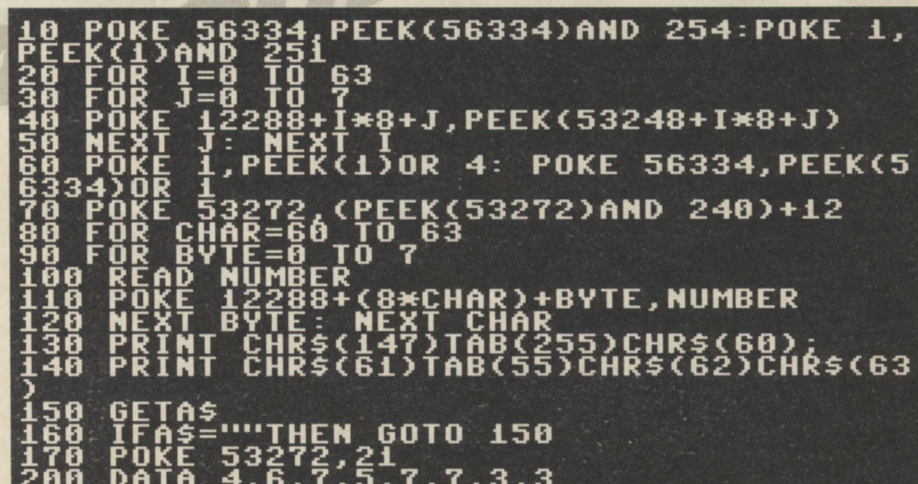
Welcome to our on-going series of articles explaining Basic programming for beginners. This month Phil South puts some colour on his screen, courtesy of a spectral sprite. And those of you who think your screen display is out of character, read on

In last month's exciting episode I told you all about how to access multicolour mode. This month I'll be covering more about that and how you can actually make your own multicoloured sprites. Also I'll be touching on ways in which you can alter your character set (the letters and characters you see on your C64 screen) and using user-defined characters.

CHANGING YOUR CHARACTER

When you're simply typing programs in Basic, you see the standard characters appear on the screen. These are called up from the C64's ROM, where they are stored as information in the form of bits, like any program or piece of info in the computer. When you first boot your computer it loads these letter shapes from ROM. One of these is called each time you press a key, and the appropriate letter is printed to the screen.

ROM is Read Only Memory, so if you want to tinker with these shapes you have to copy the character set from ROM to RAM (or Random Access Memory). Only then can you alter the bits which make up the shapes. Try the program on the right for size:



```
10 POKE 56334,PEEK(56334)AND 254:POKE 1,
PEEK(1)AND 251
20 FOR I=0 TO 63
30 FOR J=0 TO 7
40 POKE 12288+I*8+J,PEEK(53248+I*8+J)
50 NEXT J: NEXT I
60 POKE 1,PEEK(1)OR 4: POKE 56334,PEEK(5
6334)OR 1
70 POKE 53272,(PEEK(53272)AND 240)+12
80 FOR CHAR=60 TO 63
90 FOR BYTE=0 TO 7
100 READ NUMBER
110 POKE 12288+(8*CHAR)+BYTE,NUMBER
120 NEXT BYTE: NEXT CHAR
130 PRINT CHR$(147)TAB(255)CHR$(60);
140 PRINT CHR$(61)TAB(55)CHR$(62)CHR$(63
)
150 GETA$
160 IFA$=""THEN GOTO 150
170 POKE 53272,21
200 DATA 4,6,7,5,7,7,3,3
210 DATA 32,96,224,160,224,224,192,192
220 DATA 7,7,7,31,31,95,143,127
230 DATA 224,224,224,248,248,248,240,224
```

Turn letters into little cats! This listing enables you to redefine the character set any way you wish. Keep this listing handy because Phil will be using it again in the future

The program takes about 15-20 seconds to execute, and when it's finished you've copied the ROM character set into RAM and transformed four of the characters into a little cat!

First you turn off the keyboard interrupts and I/O in line 10. This makes sure you don't upset the copying process with any key presses. Then you set up a pair of loops to read each character in turn, line by line. The For/Next loop I means you copy 64 characters, and 0 to 7 means you will copy each of the 8 lines of bits which make up each character. That's what takes the time.

Once that's done turn the keyboard and I/O back on again. You can turn both the keyboard and I/O on and off with PEEKs and POKEs like this:

POKE 56334,PEEK(56334)AND 254

– turns off the keyboard. And:

POKE 1,PEEK(1)AND 251

– turns off the I/O. To turn them back on again you need to do the same line but change the last bits to OR 1 and OR 4 like this:

POKE 56334,PEEK(56334)OR 1POKE 1,PEEK(1)OR 4

Then at line 70 you see the line:

POKE 53272,(PEEK(53272)AND 240)+12

– which switches the screen output to the new character set. Then lines 80-140 load the bits into the four characters you will be using for the cat shape. All the data for the shape is in the DATA statements at the end of the program. Each line of the characters is loaded one at a time, and all you need to do to add more characters is change the FOR CHAR=60 to 63 to a bigger range of other characters, and put all the data at the end.

And the last bit of actual instruction is the line which goes:

POKE 53272,21

– which sets the character set back to normal. Easy as blinking. Yes it is an easy example, but all the info you need to get you going with programmable characters is there, so you can get as complex as you like.

That's all for this time. Join me next month for more Basic programming hints and tips and manifold wonderments! (*What are you babbling about, Snouty? – Ed*)

MULTICOLOURED SPRITE DESIGN

In *CF12* I drew a little sprite for you to use. It was a normal sprite with only one colour on it (well two if you count the background where it peeked through the holes). Now this is another sprite but this time it's a multicoloured one. The only real difference is that you have to turn the multicolour mode on, and the bits are bit pairs rather than single bits, telling the computer which of the colours you want in each space.

Each pixel is expanded sideways to the size of two pixels in this mode, so the resolution is halved. However, this is made up for by extra colours. The sprite is the same one as we defined in the previous issue but this time it looks different, because it is rendered in more than one colour, and the resolution is a little chunkier. The sprite colours are the defaults but you can change the colours by poking V+37, V+38 and V+39 with the three colour numbers you'd like.

YOUR LETTERS

The usual pile of post this month, so without much further ado here's a letter from **Joe Logan** of Leicestershire asking:

Dear Phil
How do you get the computer to sense that your sprite has walked into an exit. Talking of walking into exits, how do you make sprites movable?

Well, once you've created the sprite, you can move it by altering the X and Y co-ordinates on the screen. First you have to call a variable V and set it to 53248. This is the start of the sprite data in the VIC chip. Then you need to POKE V+4 with the number of horizontal or X co-ordinates on the screen, and POKE V+5 with the vertical or Y co-ordinates. If the numbers you POKE are variables you can either alter these by a loop or a READ/DATA set up. You can see this working in the sprite program I did in CF7. As for collision detection, you will have to make the doorway a sprite and detect using the sprite collision register at location 53279. Look it up in your Programmer's Reference Guide, or wait until I do this in a couple of issues' time. **PS**

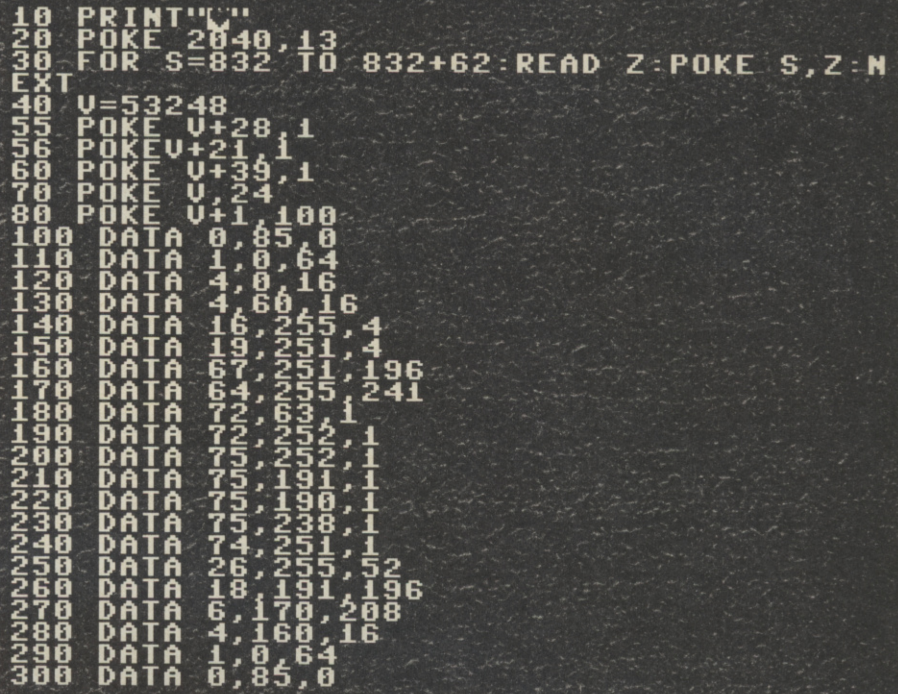
Dear Phil,
I used your program with the 'Monty Mole' type graphic and, after a bit of poking, peeking and generally mucking about I could change the colour, the shape, the position on the X axis, the position on the Y axis. The problem is this: on the X axis I could get up to 229 only and it wouldn't move a pixel. The graphic just sat in about the middle of the screen. I tried to move it but it just kept printing something about an illegal quantity error.

I tried a minus number to see if it would then appear on the other side. This didn't work and I got the same message.

Please help me, as I want to be a computer programmer.
Robert Terrazzans, Essex

I can't be specific without seeing your listing but the problem seems to stem from your additions or modifications to the original program, because there's nothing in it to stop the sprite from moving beyond any point. You should only get an illegal quantity error if you've either done something crazy like trying to divide a number by zero or you've set up a loop and tried to go beyond its limits. So, have another look at what the program is doing to your loops. And good luck. **PS**

Doing a multicolour sprite right



```
10 PRINT"♥"
20 POKE 2040,13
30 FOR S=832 TO 832+62:READ Z:POKE S,Z:N
EXT
40 V=53248
55 POKE V+28,1
56 POKEV+21,1
60 POKE V+39,1
70 POKE V,24
80 POKE V+1,100
100 DATA 0,85,0
110 DATA 1,0,64
120 DATA 4,0,16
130 DATA 4,60,16
140 DATA 16,255,4
150 DATA 19,251,4
160 DATA 67,251,196
170 DATA 64,255,241
180 DATA 72,63,1
190 DATA 72,252,1
200 DATA 75,252,1
210 DATA 75,191,1
220 DATA 75,190,1
230 DATA 75,238,1
240 DATA 74,251,1
250 DATA 26,255,52
260 DATA 18,191,196
270 DATA 6,170,208
280 DATA 4,160,16
290 DATA 1,0,64
300 DATA 0,85,0
```

Line 10 clears the screen in the usual way by printing a CLR/HOME character.
Line 20 sets the sprite pointer for sprite number zero at location 2040.
Line 30 creates the sprite data from READ and DATA statements and POKEs the numbers into the 63 bytes starting at location 832 to 894. This is where sprite 0 stores its data.
Line 40 saves you time by setting the variable V to the start of the Video Chip location in memory, that is to say 53248.
Line 50 turns the sprite on in multicolour mode. (Ta dah!)
Line 60 sets the main colour of sprite 0 to white, although the other two colours will be default colours.
Lines 70 and 80 tell you where the sprite will appear on the screen, using X and Y co-ordinates, where X is horizontal and Y is vertical. Line 70 POKEs V with the X location of 24, and line 80 POKEs V+1 with the Y location of 100. 24 is the leftmost point you can place a sprite on the screen and have it visible, as there's a border around the screen which you can't see. This is so you can bring a sprite onto the screen without having it appear suddenly at the edge. If the X and Y were both zero, the sprite would be at the top left hand side of the screen, out of sight.
Lines 100-300 are the data statements, which the READ command in line 30 uses. The data was calculated using the sprite diagram in fig 1.

Homework prob no. 9

This month's problem is to create a program which uses character graphics that you've programmed to create the *Commodore Format* logo on the screen. You can do a scrolling message along the bottom of the screen too, if you like, but that's only if you've got a brain the size of a big melon! Have fun, and send me your best shot. I'll give a prize for the best ones I get, as this is a bit hard. So get tapping, all you coders! And remember to write to: Back To Basic, *Commodore Format*, 30 Monmouth Street, Bath BA1 2BW.

INTRO
THE COMPLETE MIDI STARTER PACK

Is there a muso in the house? Feeling funky? Join the man Maff Evans as he samples the latest music making package from Dr T's and turns his 64 into a recording studio. One, two, testing, testing. . .

What does the term MIDI mean to you? If you think that it's one of those all-in-one hi-fi systems, then you're obviously not clued in to the world of creating electronic music. So what is MIDI?

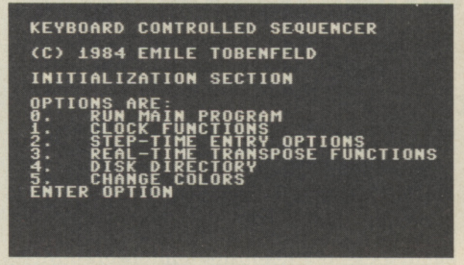
It stands for Musical Instrument Digital Interface and is a standard whereby electronic instruments can 'talk' to each other to create music. Using a special interface plugged into your computer, a piece of sequencing software and a synthesiser, you can play and record notes and other musical information directly into your machine and edit it to get the desired results.

MIDI comprises 16 individual channels, each of which can be used to control a separate instrument. The system works like a multitrack tape recorder, except you are recording data instead of sound. You can record on each of the 16 'tracks', then start to mess around with the data: correcting mistakes, changing the tempo and even moving whole sections of the song around.

You can also put in codes to control the actual sounds that are used along with pitch bending information, how hard a note is hit and what happens after the note is struck. Sound confusing? Well it can be at first, but once you start messing around with MIDI it all begins to fit into place. So how can you get into the field of electronic music? If you've got a C64 and a synth, you can now link them up with the *Intro MIDI Starter Kit*.

The package comes with an interface which plugs into the cartridge port (this contains the MIDI input and output sockets), two five-foot MIDI cables and a disk containing version 2 of Dr. T's *Keyboard Controlled Sequencer* software on disk. Setting up the system is extremely simple. Just plug in the interface, couple one lead from your keyboard's MIDI in to the interface's MIDI out and vice versa for the second lead. That's it!

KCS is a rather unusual system, in that all the functions are carried out by typing commands in via the computer's keyboard. So if you don't like typing you're a bit stuffed! On loading the software, you are presented with the main menu. This gives access to all the major functions of the program, including playing, creating and editing sequences. Selecting one of the functions takes you into a sub-menu, which in turn call up the correct version of a desired function.



```
KEYBOARD CONTROLLED SEQUENCER

(C) 1984 EMILE TOBENFELD

INITIALIZATION SECTION

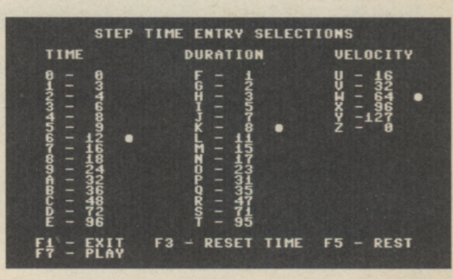
OPTIONS ARE:
0.   RUN MAIN PROGRAM
1.   CLOCK FUNCTIONS
2.   STEP-TIME ENTRY OPTIONS
3.   REAL-TIME TRANSPOSE FUNCTIONS
4.   DISK DIRECTORY
5.   CHANGE COLORS
ENTER OPTION
```

Load up the sequencer itself or select one of the ancilliary functions, such as clock timing and sync settings

Sequences can be created in three ways:

Real time: to record in real time, you first have to select one of the letter or number keys to store the sequence. Once this has been set up, you can press the start key and play the part on your keyboard. A small blob will flash to count off the measures and a metronome click will sound to give you a tempo. Press F7 to stop recording and the new sequence will play back.

Step time: operation requires you to first set the timing, duration and velocity of the notes you wish to play. You can then start to enter notes by playing them one-by-one on your keyboard, inserting rests by hitting F5.

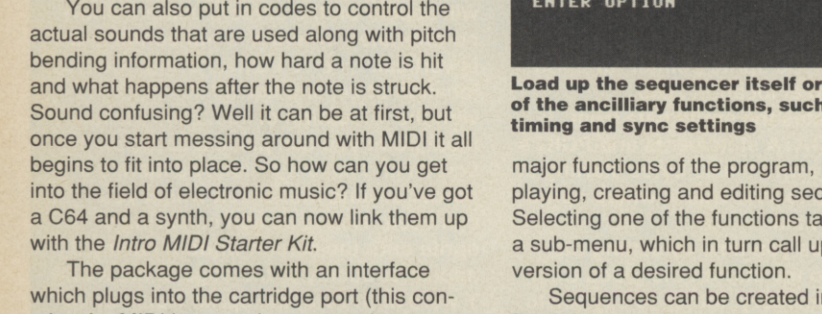


```
          STEP TIME ENTRY SELECTIONS
  TIME            DURATION         VELOCITY

  0 -  0           F -  1           U - 16
  1 -  3           G -  2           V - 32
  2 -  4           H -  3           W - 64  ●
  3 -  6           I -  5           X - 96
  4 -  8           J -  7           Y -127
  5 -  9           K -  8  ●        Z -  0
  6 - 12  ●        L - 11
  7 - 16           M - 15
  8 - 18           N - 17
  9 - 24           O - 23
  A - 32           P - 31
  B - 36           Q - 35
  C - 48           R - 47
  D - 72           S - 71
  E - 96           T - 95

 F1 - EXIT   F3 - RESET TIME  F5 - REST
 F7 - PLAY
```

Step-time entry requires you first set up the velocity, time and duration of each note



```
OPTIONS ARE:
1.    PLAY
2.    CREATE NEW SEQUENCE
3.    EDIT SEQUENCE
4.    COPY/APPEND SEQUENCES
5.    MERGE SEQUENCES
6.    OVERDUB
7.    OTHER OPTIONS
8.    DIRECTORY
ENTER OPTION:
```

By selecting the appropriate function on the main program menu, you can access all the functions of the KCS system, including playing, recording and editing functions

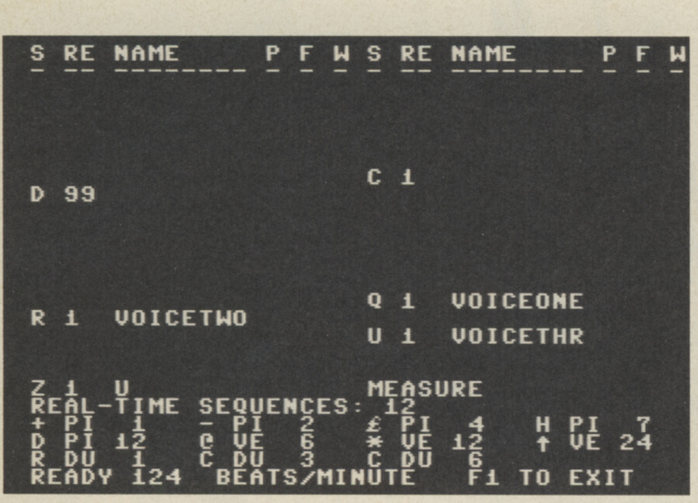
Typed entry: this calls up a screen containing eight columns, which list information such as the step and event number along with the event information. To enter notes, you type in the time, note, event type, channel and velocity information in the relevant columns.

Got all that? No? Well working in MIDI does give rise to a lot of jargon, so have a butchers at the Tech-Talk box to find out.

Once you've got your notes in there, you use the edit function to correct any mistakes. The edit page is similar to the typed entry page, with eight columns listing the various pieces of information. You can list a sequence by hitting the L key. Then you can move the cursor around the screen and type in new values to affect the sequence.

As well as being able to type in information to affect a sequence, you can carry out preset commands including quantise, transpose, copy, move, insert and delete. Just type the first letter of the command followed by a range. For example, to transpose notes three to five, you type in T3-5 and select the Transpose Pitch function from the menu. When you're more adventurous, you can start stringing sequences together to create songs and call up commands to run your songs in sync with a drum machine or tape.

Intro is a very comprehensive system, containing all you really need to get started in creating electronic music... apart from a synth and a computer! The interface included in the



```
S RE NAME      P F W S RE NAME      P F W
- -- --------  - - - - -- --------  - - -



                      C 1
D 99




                      Q 1  VOICEONE
R 1  VOICETWO
                      U 1  VOICETHR

Z 1  U                MEASURE
REAL-TIME SEQUENCES: 12
+ PI  1   - PI  2   £ PI  4   H PI  7
D PI 12   @ VE  6   * VE 12   ↑ VE 24
R DU  1   C DU  3   C DU  6
READY 124  BEATS/MINUTE    F1 TO EXIT
```

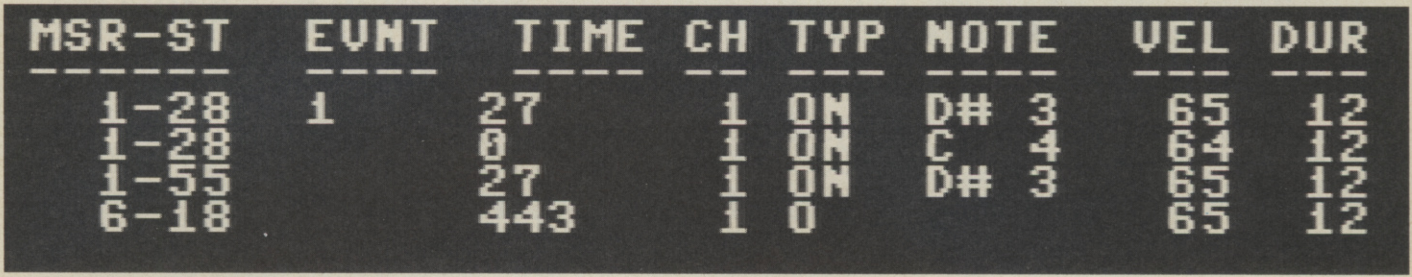
The main play page in action. The names refer to individual sequences which are called up at the right time. This is where your masterpiece comes to life

package is very good. It's housed in a robust case with one MIDI in and two MIDI out connectors easily accessible on the top of the case. The inclusion of the two leads is a nice touch. The heart of the system, though, is the software. So how does it look?

KCS is hardly the easiest system for a beginner to get to grips with and could easily bamboozle the novice electro-musician. The program is pretty complex, featuring all manner of MIDI controls and operations, which would tend to overwhelm newcomers to the world of synths and sequencers. Reading the manual is pretty essential, since the nature of the program's control system requires you to know all the commands before you start. The documentation contains tutorials but these have to be studied carefully before you can suss out exactly what you're up to.

If this sounds a bit like whining – it isn't meant to! It's just a warning! *KCS* isn't the kind of program that you can jump straight into – you have to be patient! It must be said, however, that the program does feature an extremely wide range of functions, from extensive editing controls to complex sync functions – it's all there. Does it justify the price? If you want to do serious music work, this is the piece of software that you'll need and stuff like this has never come cheap. If you think of the cost of a disk drive and what that does for you, it puts it into perspective. *Intro* isn't easy to operate, but with perseverance you could achieve stunning results.

MAFF



```
MSR-ST  EVNT  TIME  CH TYP NOTE   VEL DUR
------  ----  ----  -- --- ----   --- ---
  1-28  1     27     1 ON  D# 3    65  12
  1-28        0      1 ON  C  4    64  12
  1-55        27     1 ON  D# 3    65  12
  6-18        443    1 O           65  12
```

The real-time record page allows you to play notes directly into the program, ready for editing later on in the edit page. It's complicated but ain't that life...

Tech Talk

Confused by the techno jargon, eh? Check out this guide to understanding the terms:

CHANNEL
MIDI can send information via 16 'channels'. Each channel behaves like a separate track, controlling a particular sound source or synthesiser patch.

EVENT
Each instruction in a MIDI sequence is called an event. This can be a note, a code to change a sound or an instruction to play another sequence.

MEASURE
A measure is a set bar length. You can set the number of beats in a measure to define the rhythm of a piece.

MIDI IN, OUT and THRU
These are the three types of MIDI socket found on instruments. MIDI IN receives data, MIDI OUT sends data and MIDI THRU simply mimics the data received at the in socket allowing you to send it to another machine.

PATCH
A setting (usually a sound) on a synthesiser, sampler or drum machine.

PITCH-BEND
Some synthesisers allow you to make a note 'bend'. This means that a note is held and slides its pitch up or down.

QUANTISE
This is a process where all your timing mistakes can be corrected so that each note falls on a beat.

REAL TIME
Real time recording is like running a computerised tape recorder. You start the sequencer recording and simply play the part 'live'.

STEP TIME
A useful feature of sequencing is that you can enter notes one-by-one, thus removing the difficulty of fluffing up the timing of notes.

SYNC
Basically a shortened version of synchronised. Syncing up via MIDI involves the sequencer keeping in time with a special code sent from a drum machine or tape recorder. The usual codes are MIDI Time Code (MTC), SMPTE or EBU—but this is a complex area in its own right!

TRANSPOSE
This means shifting notes up or down in pitch—in effect retuning a sequence.

VELOCITY
This defines how hard a note is struck. Usually a high velocity means a loud sound, whereas a low value gives a softer sound.

Name	***Intro***
Publisher	***Dr T's***
Disk	***£149/£199***
Release	***Out now***
Contact	***081 766 6564***

POWER RATING

THE DOWNERS...

- Rather expensive
- Confusing to the novice
- Sometimes crashes

100

81%

- **Software that allows you to be really creative**
- **Supplied with a good, sturdy interface unit and all the leads**
- **The extra MIDI OUT port could be very useful**
- **Powerful editing functions and a wealth of complex options**
- **One of the most comprehensive MIDI systems available for the C64**
- **Manual and disk contain lots of examples and tutorials to help you**
- **Will out-last many a game**

...AND THE UPPERS

0

PART 1

THE CLYDE GUIDE

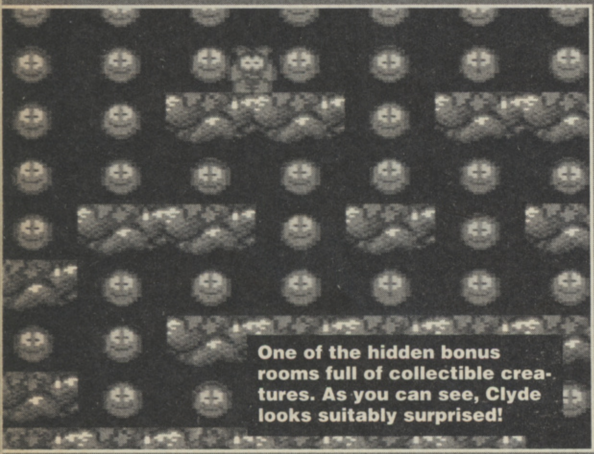
Welcome to our first instalment of the* Creatures II *diary, in which the Apex lads narrate the day-to-day trials and tribulations of coding a (hopefully) chart-topping C64 game. We've picked it up half-way through the project, where they're already busy inflicting pain on the poor Fuzzies. Take it away, guys...

TUESDAY 6TH AUGUST

John: I'm working on the 'Hidden Bonus Rooms' at the moment, with some pretty damn good results. These are secret rooms which can only be accessed at a certain time and at a specific area on some of the Torture Screens. If you do find them you'll have about one minute in which to collect as many bonuses as you can. With just 15 bytes I can print up a screen layout together with different multicolour/screen colours and up to 56 sprite X-Y positions, animations and colours. As with the Torture Screens, Clyde can leap about in the top border but with extra height and speed capabilities. The only problem is that I'm having quite a difficult time with the collision routine (needed to allow Clyde to pick up the bonuses).

Steve: Work had to stop on the game due to a potentially disastrous situation – the car stereo was dead. Most of the morning was spent performing major surgery with a soldering iron in one hand and a tub of flux in the other. But finally I got the power to work and now the bass is back!

This afternoon I've been working on the music for the hidden bonus rooms. It's just a little jingle type of tune that uses two voices.



One of the hidden bonus rooms full of collectible creatures. As you can see, Clyde looks suitably surprised!

THURSDAY 8TH AUGUST

John: After spending all of yesterday trying to fix my collision detection routine I decided to scrap it and start again last night. The new system I'd come up with meant I had to change my position and split routines as well. So I was working until 2am and rewrote two days' work in just over two hours!

Today however, I got the status in the bottom border. The status in these rooms is different to the one in the game. It's basically just the time left to collect as many bonuses as you can. I also made it possible for Clyde to fall off the bottom of the screen and into another one below.

Steve: Last night was spent trying to come up with a new Torture Screen design for the first one in the game. I finalised the basic ideas this morning, then started the on-screen layout. This is done using reversed characters placed on screen and can be adjusted easily to form the platforms and background. After the layout is completed, I can then go around the 'teletext' screen filling in the detail.

Also today I was again adjusting the TSB (Torture Screen B) sprite bank. The alien at the top of the screen is now invincible and two sprites high. Also added the famous sun and clouds for some extra background detail.

SATURDAY 10TH AUGUST

John: I've added another two screens to the original one making this hidden bonus room three screens high. You now exit the rooms if you run out of time or if you collect a 'No' bonus. I modified the Level Complete code to print up the amount of bonuses you collected if you found the hidden room. If you manage to get a 'Perfect' (ie, pick up all the bonuses in the time allowed) you get an extra life – ain't we generous?

Steve: I think it's about time to add some new weapons for Clyde to use in *CRITT* (*Clyde Radcliffe In Torture Trouble*). I sketched out a few ideas and am now putting them into icons. There are three weapons in the weapon tablet from *Creatures* and five new weapons. The actual sprites have now been designed but John still has to code the new movement patterns for them, which should be pretty good.

MONDAY 12TH AUGUST

John: We were down Southend-On-Sea yesterday playing loads of arcade games and looking for inspiration. The latest games we've completed are *Midnight Wanderers* (by Steve) and *Chariot* (by Rob 'Transmission Software' Ellis). We also played the new Sega machine called *Time Traveller*, which features pseudo-holographic people in front of you. It looked pretty good actually and may start a new wave of holographic games (*well lets hope they play better than* Time Traveller *does! – Ed*).

Back to our game however, and I've been adding the finishing touches to TSB. I've added the sun and clouds in the top border and tweaked the odd bit of code (actually a lot of the code is odd!). I worked into the early hours of Tuesday adding Clyde's new weapons, including two which can be fired out and left spinning around until they hit a bad guy or you go and pick 'em up!

Steve: As John's just mentioned, we were in Southend yesterday and pretty damn warm it was too. You can call me Mr 'Midnight Wanderers' as I think this game is pretty cool. There's a huge disgusting blob sort of alien on the first level with what looks like a very bad case of halitosis (even worse than Clyde's). There are plenty of other aliens that would look nice in *CRITT* but I try not to copy ideas and keep mine original (honestly!).

At the moment I am working on some music for TSB which, coincidentally, sounds reminiscent to the music for

Creatures TSB. Also done in the music department is some new 'Level Complete' music which is good but may be changed for something better (if I get around to re-writing again!).
Clyde: Hey, come on guys! My breath's not that bad!

THURSDAY 15TH AUGUST

John: I came to add some extra sound FX today and noticed that there are a hell of a lot of SFX in there from *Creatures* that aren't used in *Creatures II*. So I spent an hour finding out which ones weren't needed, ripping them out and then adding the new SFX. I also tweaked the Bonus game (with the bouncing Fuzzies), adjusting the 'snatcher' detection in particular. On top of this I made it jump to 'Level Complete' once the required quota of Fuzzies had been saved.

I was speaking to the one and only Dave 'fax king' Birch today (the big cheese at Thalamus) and he was saying that *Creatures* is selling rather well to say the least. So it's a big 'thanks' to everyone who bought a copy and 'buy a copy' to the few of you who haven't.
Steve: As Johnny has been sorting out his SFX bank I thought I might do some new SFX just for fun. I came up with a pretty good 'Coin Collect' 30 second timer and the screamin' Fuzzy sound effect.

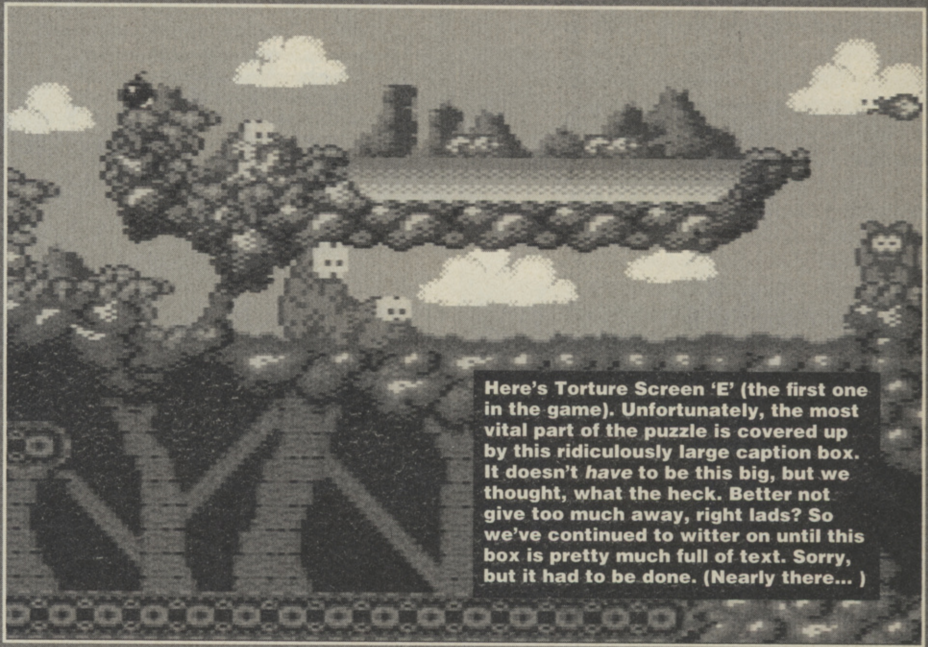
Just to make some points a bit clearer, when we refer to a Torture Screen eg, 'TSE' we mean this is the fifth (E) in the order of design. This means that they could appear in any order in the game. So there you are – clear as mud.

During this project, about eight months so far, I have been a bit bored once or twice (yes, only once or twice). So to keep my mind busy I draw little sketches of our cute 'n' cuddly friend Clyde Radcliffe. These soon turn into little stories and I have just started the second episode. This series is called 'The Further Adventures Of Clyde Radcliffe' so watch out for it.

MONDAY 19TH AUGUST

John: Andy Roberts (the guy who does some of the tips and maps for Game Busters) phoned today asking for a few *Retrograde* 'jump addresses' and cheat POKEs (he's doing some tips for it), so I took an hour off from *Creatures II* to try and find them.

With the second Torture Screen finally finished (YES!) and some new graphics waiting for me on disk, I suppose I'd better start another one. This will appear as the first in the game but is in fact the fifth one that has been designed (hence the code TSE). But before that I've got to rip out all the code I'm not going to need from the Torture Screen I've just finished, leaving me with an up-to-date, empty version of the game.


Here's Torture Screen 'E' (the first one in the game). Unfortunately, the most vital part of the puzzle is covered up by this ridiculously large caption box. It doesn't *have* to be this big, but we thought, what the heck. Better not give too much away, right lads? So we've continued to witter on until this box is pretty much full of text. Sorry, but it had to be done. (Nearly there...)

Steve: Today sees the completion of the cartoon. Most of yesterday and some of this morning was spent adding colour to the black and white version. But a quick trip into town to get three colour laser copies of this episode makes the last three or four days worth the effort.

Well the rest of the day was spent adjusting the new 'grabber' creature for the bonus game. This new one looks a bit like a cuddly great bat with big feet – and why not?

WEDNESDAY 21ST AUGUST

John: Since Monday I've uploaded the background graphics, colours and windows, together with the latest sprites. I've got the bike creature animating, the core of the 'press' routine written and both conveyor belts animating. If Clyde falls onto the conveyor belts he moves along with them (obviously). The explosion routine is also done. I'm going to tempt fate and say that TSE is proving to be the quickest to produce so far (uh-oh! That's done it).
Steve: For some time John has been saying that the Fuzzies that dance across the screen on the 'Get Ready' section should have bigger smiles on their faces. Well John, it's done! (Just upload them sometime this month will you?)

This afternoon I've devoted to Torture Screen E. I added a new help bubble for the latest Fuzzy in peril and a few more slogans just so he can show his frustration at you for not being able to complete the Torture Screen.

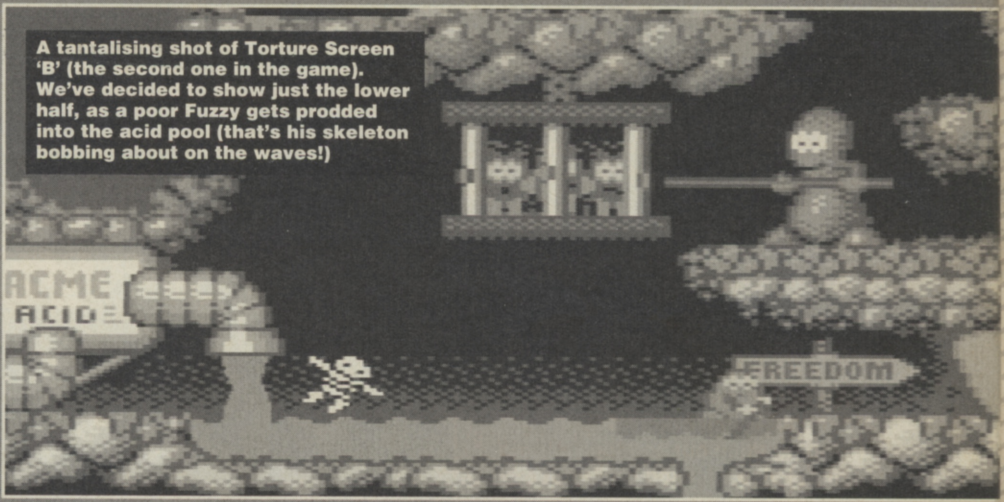
FRIDAY 23RD AUGUST

John: As this is the first Torture Screen you'll play it needs to be pretty easy. I've come up with the idea of having a 'help balloon' on the screen, and if you pick it up messages will appear in the top border to help you complete the screen. I'll leave this until I've completely finished coding TSE before doing it though. I've also got to squeeze in the title music, the high score music and all of the high score code into the normal Torture Screen code-space as well. So memory is going to be very tight.
Steve: There are more TSE bits 'n' bobs to be done and this starts off with the massive explosion for the bomb. The death animations for the giant double-headed slug monster are next. This has the monster squealing with pain as it dissolves into the ground.

Also, the blood animations for the Fuzzy death sequence are required but any expert who knows how to play the game will hardly ever see them. This usually means that whatever you have to do to save the Fuzzy is also fairly graphic, as in this case (enough said).

SUNDAY 25TH AUGUST

Sunday! – Are we mad? (*Only as mad as for slaving over* CF *all weekend – Ed*)
John: Yawn! Heavy drinking sessions for the last three nights mean heavy eyes today (*don't do it kids – Ed*). (Yawn.) But even though we may be hung over, we're still going to work on the game. (Yawn, hick.) So, apart from nursing a headache today, I fixed a bug on TSB (the acid screen) that I noticed while I was showing it to Andy Smith yesterday (the screen, not... er... oh, forget it). Back to TSE and I managed to start and finish the


A tantalising shot of Torture Screen 'B' (the second one in the game). We've decided to show just the lower half, as a poor Fuzzy gets prodded into the acid pool (that's his skeleton bobbing about on the waves!)

'platform intelligence code'. These are the platforms that – hold on! I shouldn't give too much of the game away!
Steve: Well (burp) what can I say apart from, I feel ill (*see, I told you – Ed*). But hangover aside, I will work today because the game needs work done to it (that doesn't usually stop us though!). I'll have to try and focus my blurred vision so I can design the sprites for the pause mode. When you see them in the finished game, if you don't think they're drawn very well, you'll know why (I wish I had that sort of excuse for the rest of my graphics).

WEDNESDAY 28TH AUGUST

John: Actually Steve, I don't think there's an excuse on Earth that would let you off from your graphics. Anyway, I've now done the death for the Fuzzy on TSE (with loads of blood, of course) and also the death of the two-headed creature as well. The little guy who fires over the pool of acid is now animating, jumping and firing. I then wrote his death routine, together with the magic potion that appears from under the ground beneath him. Working yet another late night, I did the 'bomb' movement and explosion routines. And yes – I am giving away the game.
Steve: I'm back to TSC (the one with the snow) and I'm doing a nice big squidgy alien to go up the top left of the screen just to make it a tad harder. This alien will shoot horizontally across the screen. Originally it was going to throw snow balls but I ran out of room in the sprite. It could be redesigned though…

On a different note (literally), we decided it was about time to change the death music for Clyde. So out came the good old Yamaha PSS 790, and to my surprise a decent little ditty was composed in no time. It was then time to convert this to the C128, adding loads of bass, a few drums and some nice backing sounds. The completion of this music didn't take long, so being in such a good mood I started another damn hot bit of music that will probably end up in a Torture Screen.

FRIDAY 30TH AUGUST

John: Well, this time next week we'll be at the Computer Entertainment Show, which will probably be relatively boring as it's trade only (as you all know by now). This means that we don't have to get any demos of the game ready for it, which usually meant us staying up to about 5am on the first day of the show.

TSE is drawing to a close with Clyde's death routine, should he fall in the acid, completed now. I also fixed a bug from *Creatures* (wot? A bug in *Creatures* – never!) which occasionally caused his death bubble to appear on the left hand side of the screen when he had died on the right. I've virtually finished all the routines needed for the bike creature, so there's basically just playtesting and tweaking needed to complete production on the screen. (Yippee!)
Steve: When I said the new death music was complete, I lied. As normal, we find ways to improve or alter parts of the music to make it even better (is that possible?). So we now have a rather nice supa deluxe version of it. The music department is still open, so I can continue with the new damn hot bit of music that now has a version name of 'OUT0A', basically because the bass sounds similar to the one from 'Wipe Out' by Run DMC (but not that similar, Mr Lawyer). This music department is open well into the night, mainly because of me doing more music. I've found two new bits that are suitable for Torture Screens, one of which sounds really spooky in a cute kind of way, so there will be a Torture Screen designed for that bit.

TUESDAY 3RD SEPTEMBER

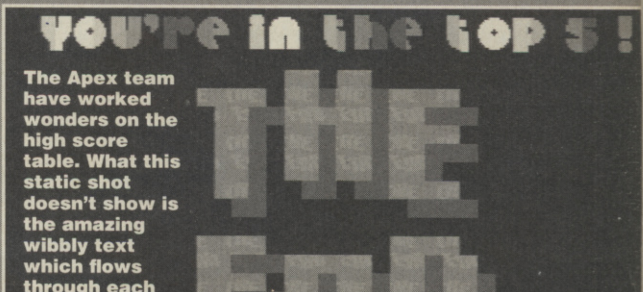
John: With the Torture Screen completed (as far as I know), I'm onto some presentation – which I just happen to love. It's time to design the screen which lets you enter your initials into the high score table. I've had an idea of what this should look like for some time. All I've got to do now is see if it works well once it's in the game.

So far I've got the screen set-up with the current high score music playing. The letter you're choosing is now printed on screen, with all the necessary sprite splittin' and movement in as well. I am having a little problem with the sprite animator though, and will have to look at it more closely tomorrow.
Steve: Hey dudes, today is excellent! The sun is out, the sky is blue and there's not a cloud to spoil the view. Just to make the most of this most glorious day I am working outside, designing a new Torture Screen. This one is TSF and features some pretty nasty customers. I think this will be rated Cert (18) for sure, just like a few of the others. Hey man, the design is now accomplished to the full and next on the agenda is to do the 'teletext' screen layout.

Before I start doing the graphics for TSF, I thought I might help John out. At the moment he is working on the high score/name entry screen and could do with some extra letters for you to enter. So added to the font is a nice little 'The End' icon (to end) and a nice little back arrow (to delete a letter) as well as the original A-Z, 0-9 and some punctuation.

THURSDAY 5TH – SATURDAY 7TH SEPTEMBER

Yes, that's right – we were at the show for three days and every day we were more drunk than the previous one! Technically, the show itself was pretty lame but the bar more than made up for this. So now it's on to the customary shout-outs to everyone worth a mention. Monumental 'Yo!'s to: Andy Smith, Andy Roberts, Sarah and James Beach, Nigel Barden, Rob Ellis, Dave Birch, Steve Ralling, Andy Braybrook, Pete Woods, Steve Archer and the rest of the guys at Ablex, Ash Hogg and Dave Clarke of Genesis, Rob Stevens, Stavros Fasoulas, Jason Perkin, Bart Simpson and Mirrorsoft.
Next month dudes!


The Apex team have worked wonders on the high score table. What this static shot doesn't show is the amazing wibbly text which flows through each letter. Looks like you're going to have to wait for the finished game!

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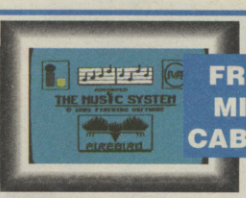

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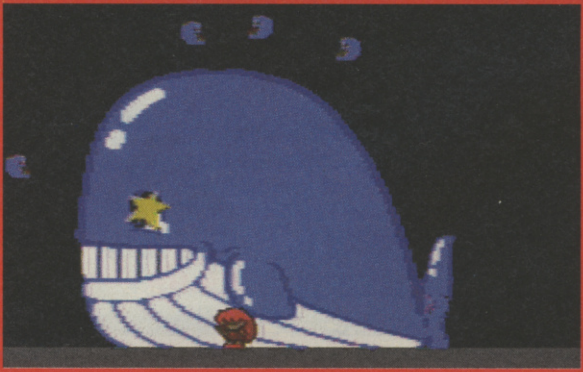

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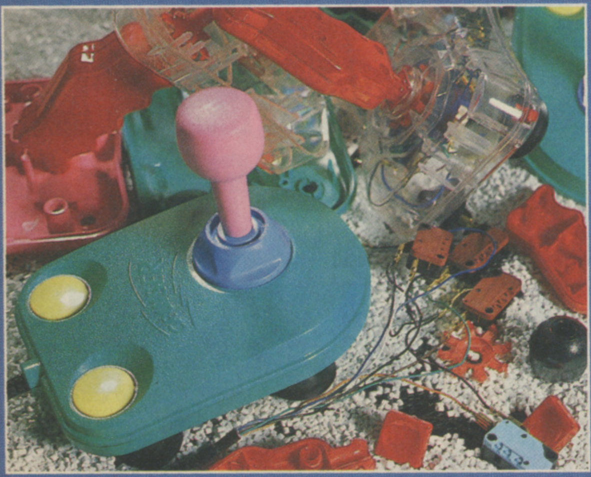

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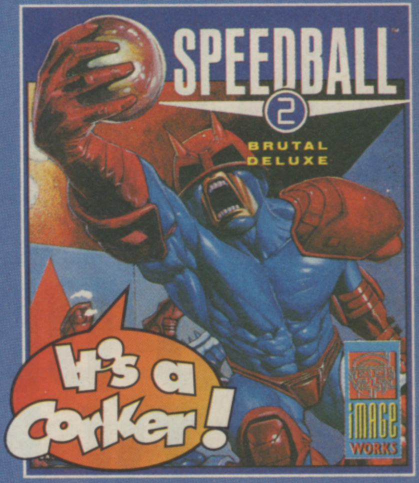

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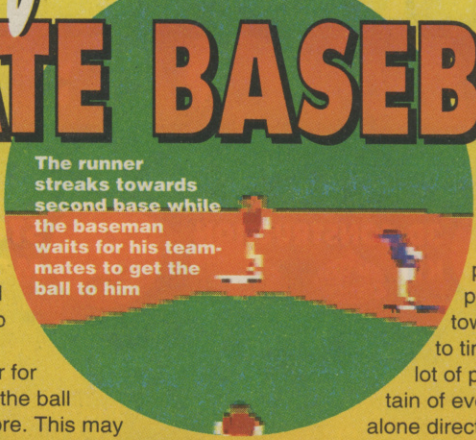
Tony LaRussa's
ULTIMATE BASEBALL

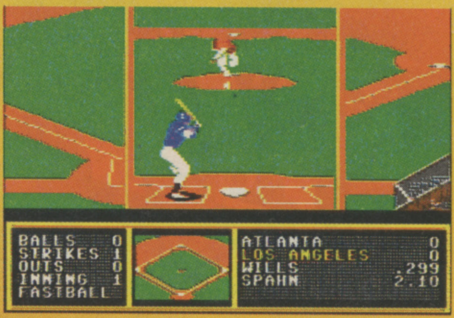
Hot on the heels of Domark's very playable *RBI2* comes *Ultimate Baseball*. Now, from looking at the screenshots you could be forgiven for assuming that there's only so much you can do with a baseball simulation. . . and you'd be right. Except that, while the two games are similar in both looks and structure, *RBI2* was easy to get into and good fun to play, whereas *Ultimate Baseball* is both hard to get to grips with and something of a chore to play. Here's why.

Your first hurdle is the manual itself. It explains how to choose your two teams, how to place one of them under computer control and how to skip the management section. This is supposed to be a useful 'quick start' guide to get you straight into a game. But because of poorly implemented options in the game itself, it doesn't turn out that way.

You have to specify which team should be under computer control and which one should be under your joystick control. I found this much more confusing than it should have been, even for me, and I ended up with neither team under computer control and had to go through the torturous loading and security code procedures all over again.



The runner streaks towards second base while the baseman waits for his teammates to get the ball to him



```
BALLS    0    ATLANTA          0
STRIKES  1    LOS ANGELES      0
OUTS     0    WILLS         .299
INNING   1    SPAHN         2.10
FASTBALL
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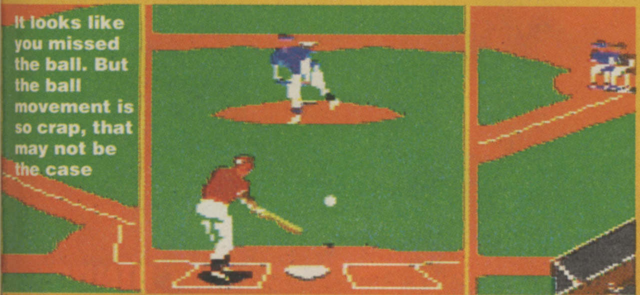
A scorcher of a pitch gets some of the game's best animation



It looks like you missed the ball. But the ball movement is so crap, that may not be the case

Well, a few brownie points have been lost already so perhaps the gameplay can make up for it. Then again, perhaps not.

There are two difficulty options – pro and rookie. Pro chucks you in at the deep end. You have to control batters, pitchers and fielders, all via the joystick. Rookie mode places the fielders under computer control, leaving you to indulge in a little management, adjusting the line-up of your team if you like. Or you can press fire repeatedly to skip all this and choose the default line-ups instead.

Pitching is easy. First decide whether you want to put curve on the pitch, and then select one of eight types of pitch via the joystick positions. Included in your ball-chucking repertoire are high, low, inside, outside and combinations of these, like high inside. If you tap the joystick quickly in the chosen direction, the pitch will probably be good, and you'll have played it safe. Keep the stick pushed over for longer, and the ball deviates more. This may work in your favour and cause the batter to strike, but it could also mean you pitch a foul ball.

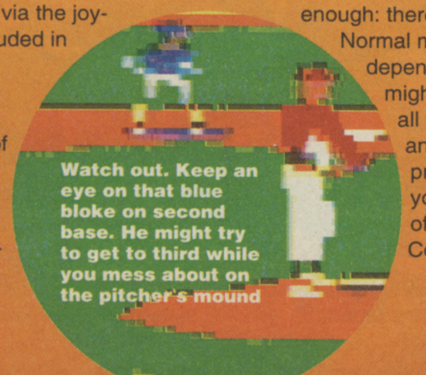
When and if the batter hits the ball, the screen changes to an scrolling overhead view of the field. The fielder currently under your control turns grey and you can press fire to select a different fielder (perhaps one that is nearer the ball). There's also a scanner of the diamond at the bottom of the screen so that you can immediately see which base the batter is running to. This enables you to field the ball to the baseman most likely to run him out. Press fire and push the stick in one of four directions, right for first base, up for second, and so on.

Okay, things are looking up. Pitching and fielding has been well implemented in *Ultimate Baseball*. But just as I start to think this ain't such a bad game after all, it's my turn to bat and things turn very sour.

BATTY FACTS

On August 10th 1974, American baseball teams Auburn and Batavia had to reschedule their 7.30pm game to 6.00pm. Auburn were playing a 14 year old on their team and child labour laws stated that under-16s couldn't work after 7.00pm. Young Jorge Lebron went on to a successful season. Then he had to stop to go back to school. . . Ha!

The batting system is straightforward enough: there are only four types of swing. Normal means you just go for the ball – depending on your timing you just might hit it. Power involves putting all your weight behind the swing, and while a good contact will probably result in a home run, you stand a much better chance of missing completely. The Contact option is less powerful but safer. The final option, Bunt, is definitely for the wary. All you do is tap the ball a few feet in front of you. It's very safe and enables you to get to first base with little danger of being either caught or run out.



Watch out. Keep an eye on that blue bloke on second base. He might try to get to third while you mess about on the pitcher's mound

These options work well but the whole process is completely spoilt by the animation in the pitching/ batting window. When pitched, the ball wobbles and jerks towards you, making it very difficult to time your hit properly. Even after a lot of playing, I could only be 50% certain of even making contact with the ball, let alone directing it.

Now the structure of the sport itself is well defined and linear: you have a pitching sequence, a batting sequence, a fielding sequence, then the whole pattern repeats itself. So to present gamers with a naff batting section sandwiched between the other two competently programmed sections seems a bit slap-dash to say the least.

Ardent baseball fans might just have sufficient interest in the subject to persevere with the game and glean some enjoyment from it. As for those who buy this out of curiousity, the poor documentation and inadequate batting section are likely to put them off the game completely.

ANDY

stRRRIIKE!

Game	**Ultimate Baseball**
Publisher	**SSI/US Gold**
Cassette	**not available**
Disk	**£25.99**
Release	**Out Now**
Contact	**021 625 3388**

POWER RATING

THE DOWNERS...

- Computer vs player option is very confusing and easy to mess up
- The ball movement is appalling making the batter's job difficult
- Multiload, even on disk, is a chore
- The manual is poor: option screens are not explained well enough
- This game is vastly over-priced – one for the price of two
- The sound effects are a bit dull, nothing too atmospheric

100

55%

0

- **Pitching is a simple but challenging procedure**
- **Fielding controls are easy to get used to but the art takes practice to get right**
- **Pitchers, fielders and batters are all nicely animated**
- **Screen layout is clear**
- **Good management section**

...AND THE UPPERS

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TURTLES

THE COMPO

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4) Who created the Turtles? (Full names if you please.)
5) Which of the following ISN'T a real Turtle hero-call? And why?
    a) Kreegah Bundolo! b) Cowabunga! c) Eugonim Eilyk!

Now complete the following sentence in no more than 20 extra words: I love being a Turtle because…

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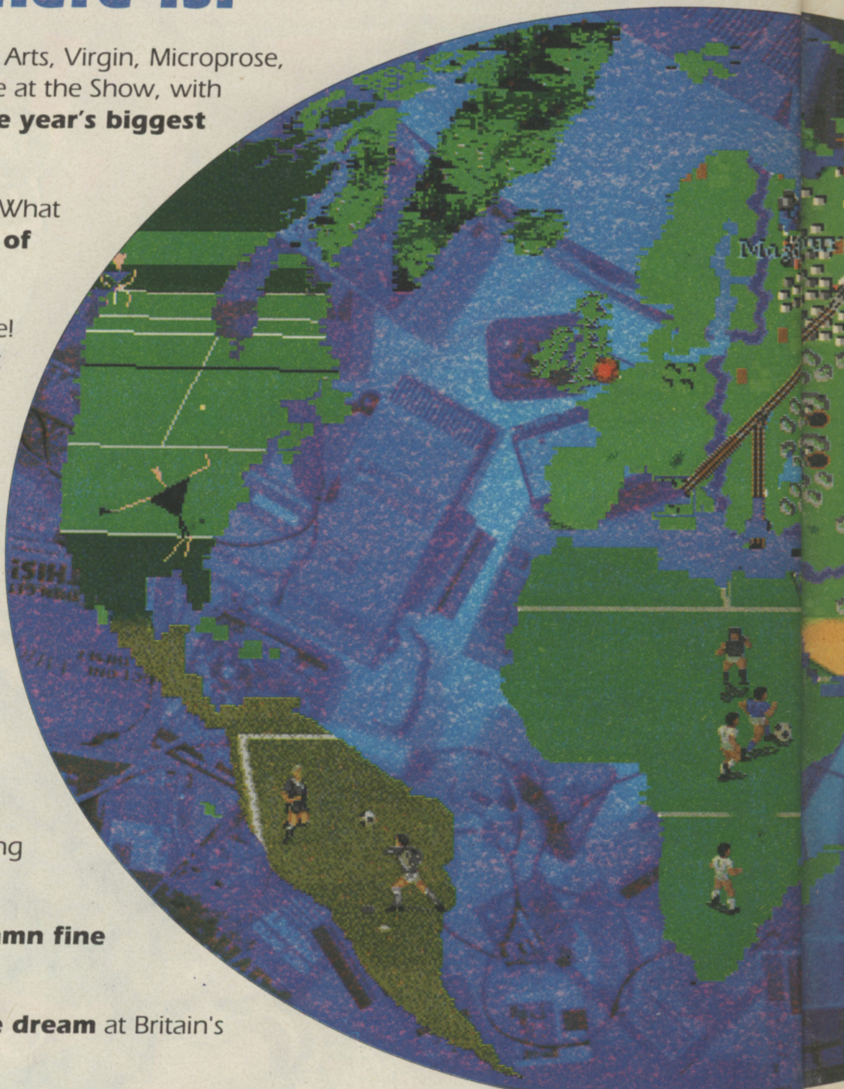

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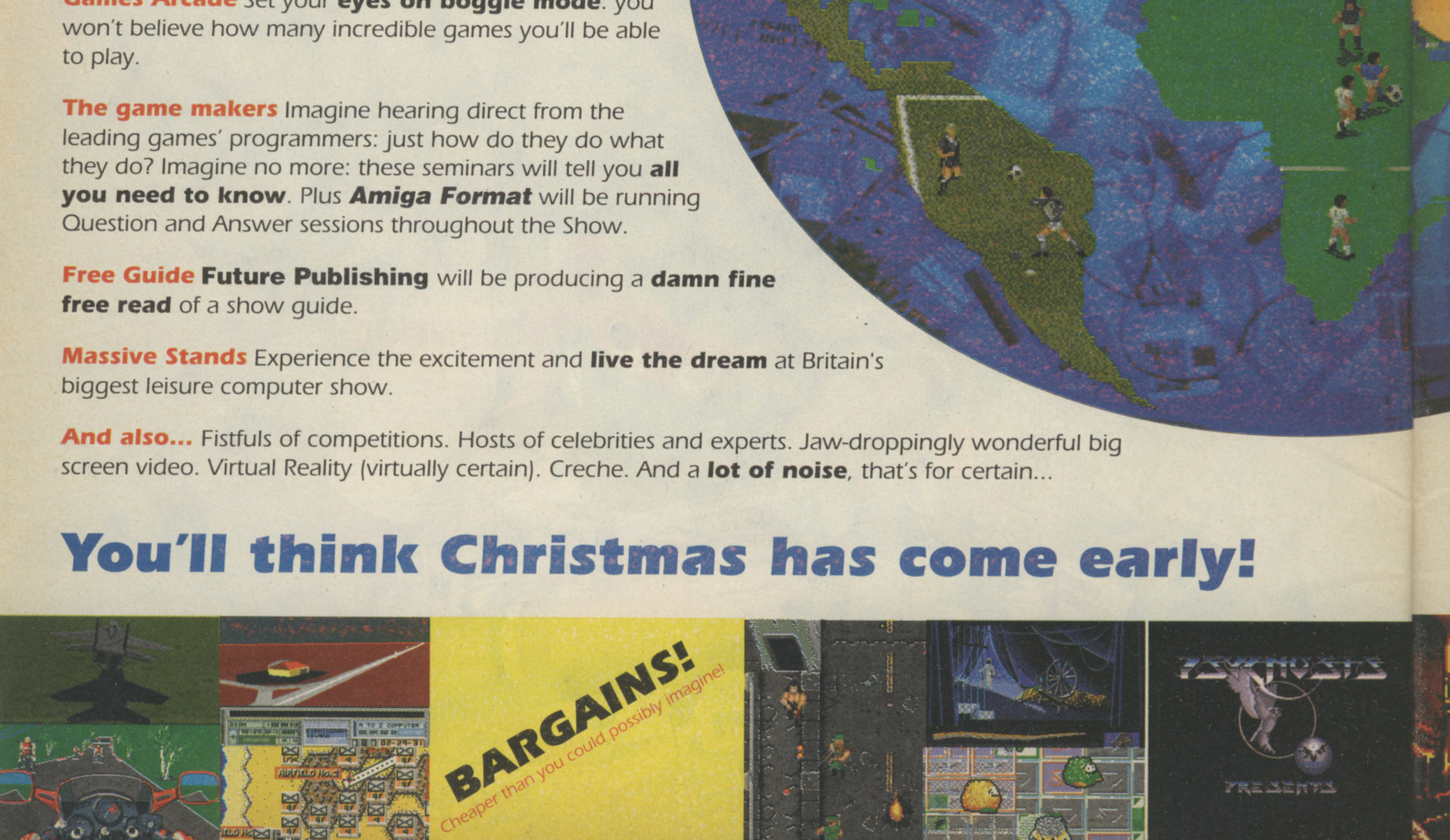

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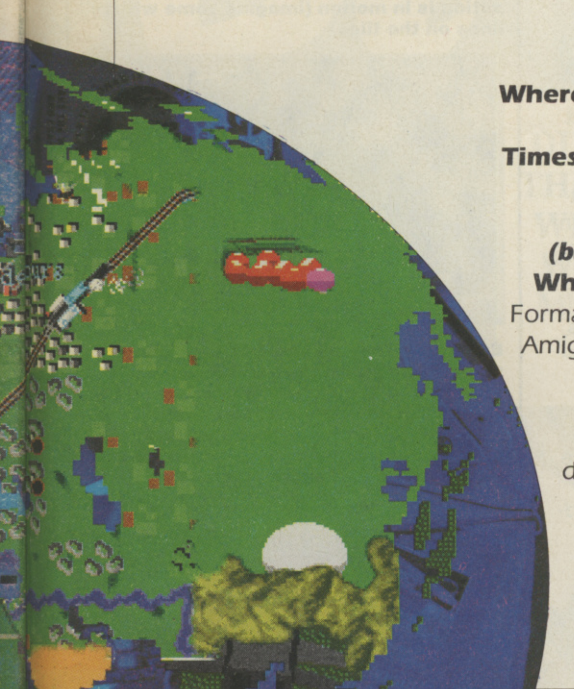

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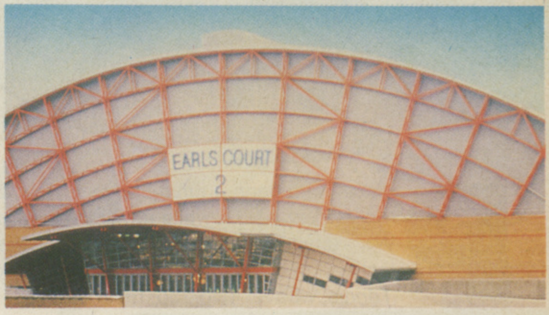
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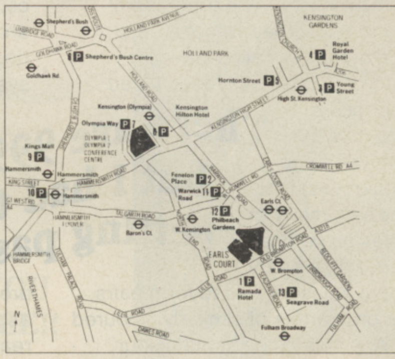
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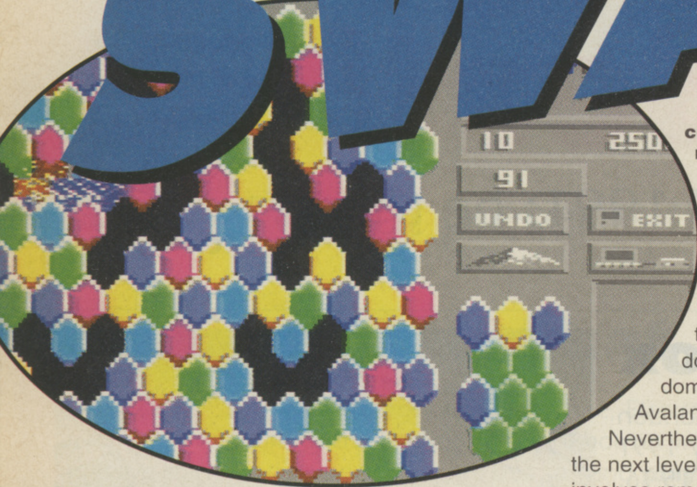
SWAP



Hexagon levels aren't as difficult as they look. However, with me at the helm, they may as well be dodecahedrons...

Palace have been pretty quiet on the 64 scene for a while now… Well, totally silent actually. Their last game, *International 3D Tennis*, was so long ago, most of you probably haven't even heard of them! Anyway, they're back, they've got a new game, and it's a puzzler called *Swap*.

At the start of each level, you're faced with a board chock-a-block full of coloured tiles. Your aim (as if you couldn't guess) is to remove as many of the tiles as you can. This is achieved by swapping adjacent tiles to form pairs, triplets or quartets of similarly coloured tiles. Any tiles of the same colour which touch are removed from play.

As you move the pointer around, edges are highlighted to indicate which tile pairs will be swapped. The merest tappette on the fire button, and both tiles switch places.

The puzzle aspect arises when you have lots of different colours all over the screen. You then have to start planning ahead; moving colours into groups so that a further swap will join them all together.

If you're running out of tiles to pair up, click on 'Avalanche'. This causes any remaining tiles to fall down the screen. When they come to rest, any touching colours are removed and the pile drops a little further. This option is hugely useful – in fact the first 30 (or so) levels are a doddle because of it. A few random swaps followed by an Avalanche usually does the trick.

Nevertheless, to be assured of a bash at the next level, you must first qualify. This involves removing a set number of tiles (as indicated on the status panel) at which point a neat jingle plays to herald the fact. You can then exit the level, check your game statistics and click on the 'Next Level' box.

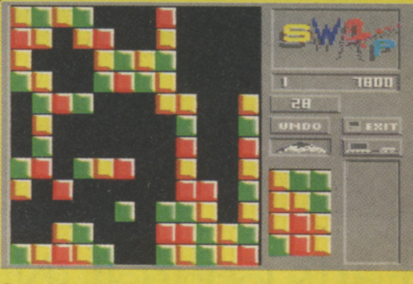
Of course, just when you get the hang of coping with square tiles, they throw triangles and hexagons at you. And that's just the beginning. You soon encounter the credit system where each move involves earning and expending credits (for instance, getting rid of five coloured tiles with one swap earns you three credits). These are amassed as silver and gold ingots and are 'spent' on the more useful options, such as Avalanche. In truth, this credit system is a real pain. It removes a lot of the freedom to experiment and restricts your choice of moves, making an already tricky game very tough indeed.

> There are 999 levels but I had trouble getting past level 50

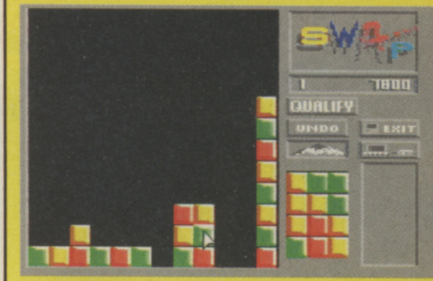
Swap is enjoyable at first, but I grew bored of it quite quickly (not long after the credit system started, coincidentally). There are 999 levels but I had trouble getting past level 50. A screen full of tiles can be pretty daunting and on several occasions I just thought 'blimey!' and gave up. It's pretty, slick and undoubtedly very clever, but if you're the sort of chap that has to peel the sticky colours off a Rubik's cube to finish it, beware.

STEVE

Drop'em!



One of the more useful options is the 'Avalanche' (mountain piccy) which causes the remaining tiles to cascade down the screen. This screen has been partially cleared and the Avalanche option is in motion (imagine some whizzy lines on the tiles)



Eventually they all come to rest, and any similarly coloured tiles which touch disappear. The remaining tiles fall again and so on until no more tiles can be removed. The early levels have unlimited Avalanches, so all you need do is swap at random then Avalanche to qualify

Game	**Swap**
Publisher	**Palace**
Cassette	**£11.99**
Disk	**£15.99**
Release	**Out now**
Contact	**071 278 0751**

POWER RATING

THE DOWNERS...

- Later levels are annoyingly complex – you have to plan many moves in advance and it's all a bit too much
- Poorly graded difficulty: you zoom through the first 30-40 levels, and then grind to a halt
- 999 puzzles – but they're all much the same

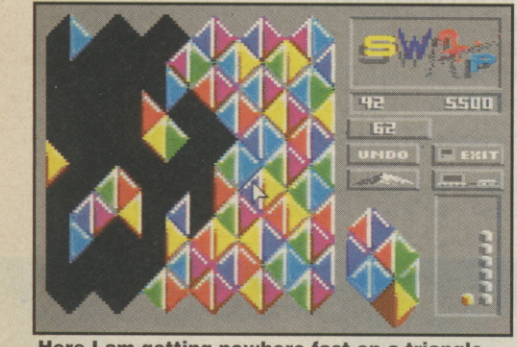
100

63%

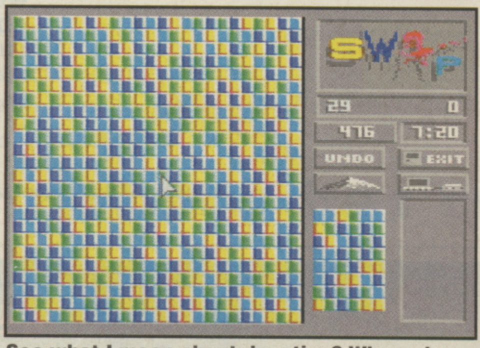
0

- **Incredibly well coded – slicker than a British beach**
- **Sound effects are superb**
- **Good range of options, including merciful save game and neat practice mode**
- **Definitely mainline brain straining for puzzle addicts**
- **The visuals simply could not have been done better**
- **There's no finishing this one in an evening**

...AND THE UPPERS



Here I am getting nowhere fast on a triangle puzzle. The panel at bottom right shows the amount of credits in the bank – 16 to be exact



See what I mean about daunting? Where do you start? With only three colours it ain't so bad, but later on this sort of thing is hell!

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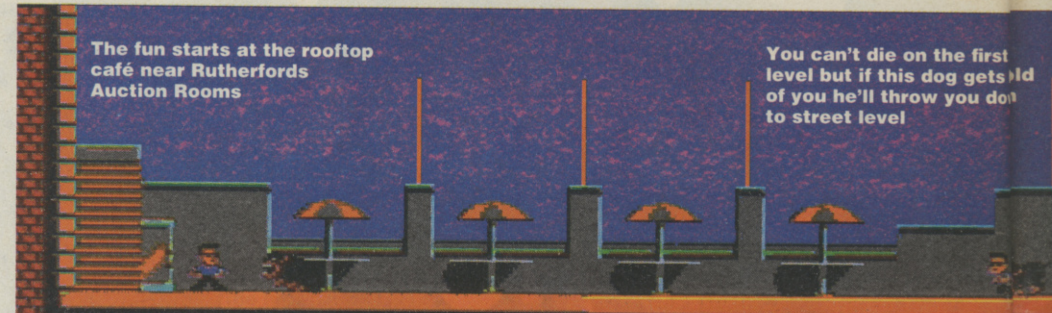


The fun starts at the rooftop café near Rutherfords Auction Rooms

You can't die on the first level but if this dog gets ld of you he'll throw you do to street level

HUDSON HAWK

Apparently, Ocean are into crime. To find out more, we sent an investigative reviewer to examine the evidence. Is their game a rip-off or do they aquit themselves with honour. Let justice be done

A filthy, low-down, good for nothing tea leaf, that's all he is. No, not Steve Jarratt. Hudson Hawk. The excitement of a career in accountancy was too much for young Hawk so instead he's devoted his life to the hum-drum existence that is thievery. But it's not just the odd packet of sausages or carrier bag full of booze that he's after, that sort of thing is strictly for bored celebrities. No, Hudson Hawk goes for the big ones, and at the moment he's taken a shine to the work of Leonardo Da Vinci.

But that's only half the story. Someone somewhere has mastered the art of alchemy and can turn base metals into gold. Hawk, being a bit smart himself, realises that this will ruin the economy and furthermore, his livelihood. The ultimate aim in this game then, is to get hold of Leonardo's Mirrored Crystal, the only thing able to destroy the Alchemy machine. However, there's still time for a fair amount of light-fingered fun along the way.

The first of your missions is to retrieve Leonardo Da Vinci's priceless horse sculpture, the 'Sforza'. Unfortunately, it's located on the seventh floor of Rutherfords Auction House, a place not known for its slack security. By hook or by crook, though...

Before you even get into the building, you have to deal with rabid dobermans, over-affectionate dachshunds and owls that do their deadly do-doos all over your salon-standard flat top.

There are ways to deal with aggro like this. You can either avoid them, by jumping over them, or you can fire little balls at them, a strange course of action I admit, but one that has the desired effects. Firing one at a dog stuns it briefly. Concussing owls, however, is a different matter – you can't. But they do die from a salvo of spheres.

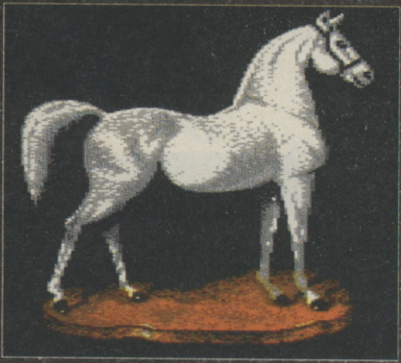
The game design has been well thought out, because as a rule, you can only stun those creatures populating the areas you have to spend time in. For example, the dachshund in level one loiters around the stackable crates that get you out of the first level. If he died when you shot him, the game would be too easy. But instead, he keeps coming round (just to make the crate stacking a right pain). This is far more challenging than instant obliteration.

Once inside the auction rooms, the security system is even less easily penetrable. Cosh or gun carrying security guards make nuisances of themselves, while ceiling mounted laser turrets do their best at a bit of crook cooking. It's all a matter of speed coupled with good timing. But, by jingo, it'll take a very long while to master these skills.

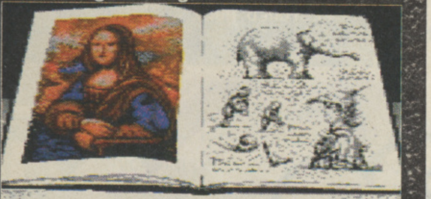
With one priceless treasure under your belt, it's time for a visit to the Vatican in level two. This time, you're after Da Vinci's sketchbook, The Codex. But, while security guards and sausage dogs are fine for small time operations like Rutherfords, the Vatican needs the very best, highly trained security

> **Perplexing puzzles and slick gameplay make it a real winner**

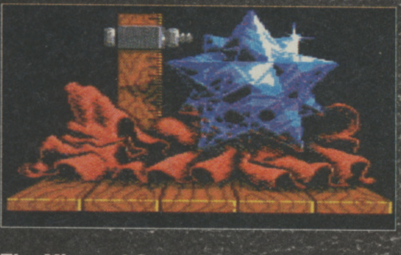
The swag



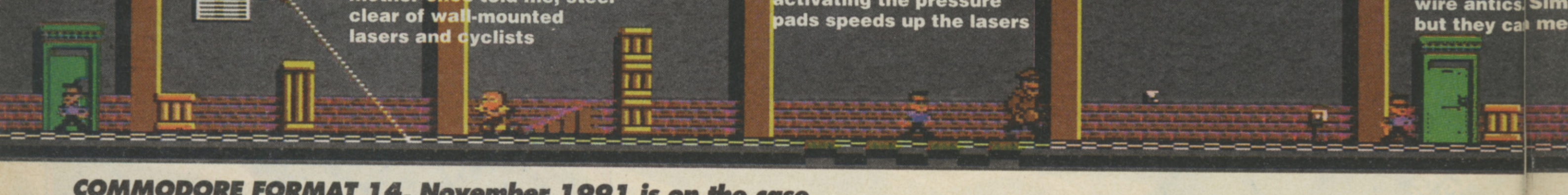
The Sforza. A delightfulDa Vinci sculpture that currently resides in Rutherfords Auction Rooms. Not for much longer though



The Codex. This is Da Vinci's sketchbook. It currently belongs to the Pope, but is soon to be yours



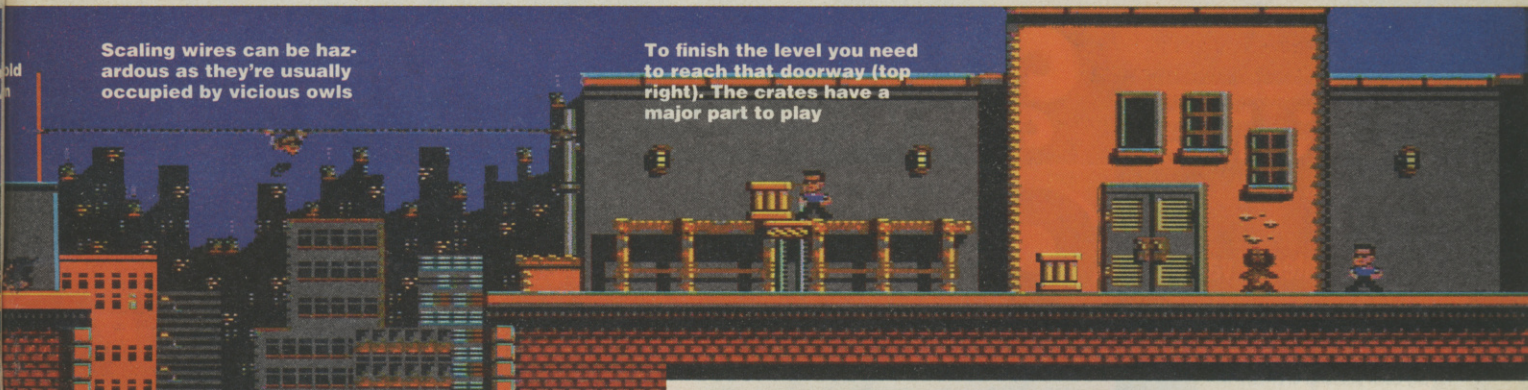
The Mirrored Crystal – the only thing capable of destroying the alchemy machine. Find it in Da Vinci's castle



As my dear old grandmother once told me, steer clear of wall-mounted lasers and cyclists

Guards are bad enough, but activating the pressure pads speeds up the lasers

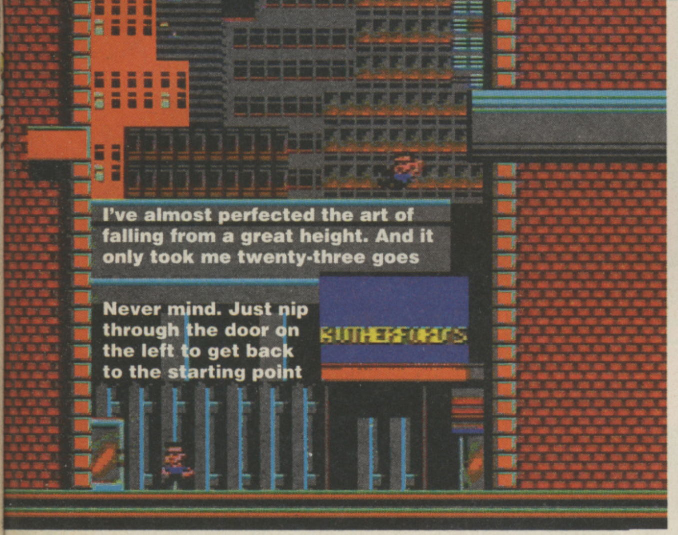
More crate wire antics but they ca



e first
gets hold
ou down

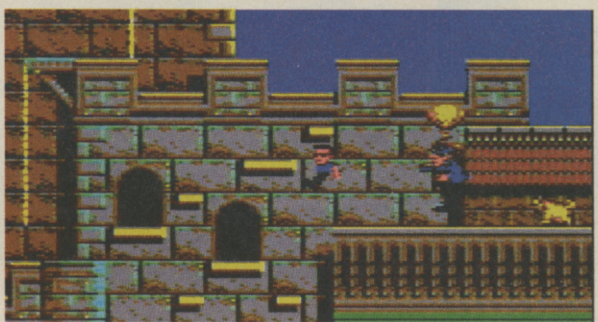
Scaling wires can be hazardous as they're usually occupied by vicious owls

To finish the level you need to reach that doorway (top right). The crates have a major part to play



I've almost perfected the art of falling from a great height. And it only took me twenty-three goes

Never mind. Just nip through the door on the left to get back to the starting point



Getting through Da Vinci's castle is the hardest mission. If the balloon-headed gunmen don't get you, the murderous cats might. Beat these and you still have to negotiate dozens of tiny platforms in order to reach the Mirrored Crystal within...

force there is – nuns. Er, what are they gonna do, rosary you to death? Almost. They've got these nasty habits, hiding explosive secrets...

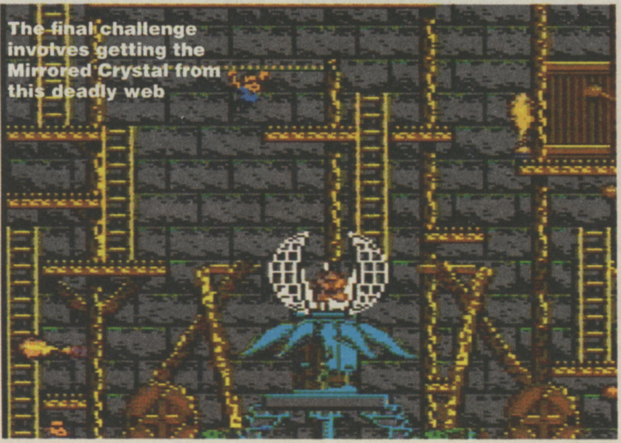
Stranger still, in the sewers beneath the Vatican there's this pogo-ing loony with long hair. And a very big looney he is, too. So lummox-like, in fact, that you have to shoot him and then punch him before he falls over for good. Despite all these hazards, if you can make your way through the Italian sewer system and through the Vatican itself, the Codex will be yours.

It's time for your final mission – a trip to Da Vinci's castle to get the Mirrored Crystal. Any player who gets this far might reasonably expect something new in terms of gameplay. But if one criticism can be levelled at *Hudson Hawk*, it's that the gameplay is a little linear. Its saving grace is being good to play, regardless.

In case you haven't already guessed, I like *Hudson Hawk* a lot. The variety of the sub levels, the quirky sprites, the perplexing puzzles and the slick gameplay make it a real winner. That doesn't make it a corker. *Hudson Hawk* isn't quite as rich in puzzles as *Rick Dangerous 2* or as dynamic as *Robocop 2* – but it comes pretty close. This is good stuff indeed.

And it's nice to see a complete departure from the beat 'em up and sliding puzzle cocktail Ocean normally serves up for film licence occasions. Good for them, and I hope they carry on experimenting. We've received some strong opinions on the questionable quality of film-based games in the past, many of them unfavourable. But on the strength of this, to accuse Ocean of daylight robbery would be criminal.

ANDY



The final challenge involves getting the Mirrored Crystal from this deadly web

Game	*Hudson Hawk*
Publisher	*Ocean*
Cassette	*£10.99*
Disk	*£14.99*
Release	*November*
Contact	*061 832 6633*

POWER RATING

THE DOWNERS...

- Not that varied, overall
- More level one-style puzzles would have been appreciated

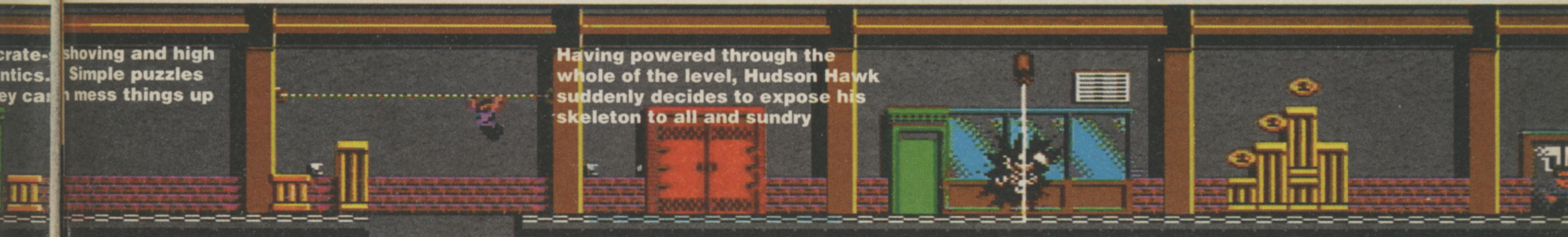
100

88%

0

- The graphics are quite odd but they're also original and very effective
- The controls are ultra-responsive and the collision detection faultless
- Presentation screens add yet another layer of polish
- The puzzles are simple – but only once you've done them
- Superb static screens
- The sprites are great, especially the killer nuns
- The transport sequences between levels are gorgeous
- Packed with original and well implemented ideas

...AND THE UPPERS



crate-shoving and high
ntics. Simple puzzles
ey can mess things up

Having powered through the whole of the level, Hudson Hawk suddenly decides to expose his skeleton to all and sundry

NEXT MONTH

COMING SOON
COMMODORE FORMAT 15

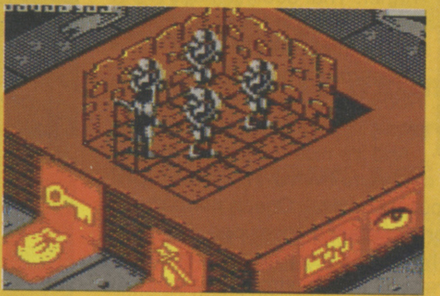
Come back next month when we've got two fantasic demos lined up for our cover tape. First off, from Flair we've got *Elvira 2* adorning our 15th PowerPack with her mystical charms. And so she has the company she'd really appreciate, Audiogenic are giving us *World Cup Rugby*. Of course, we'll choose another couple of complete mega games, too. All we'll say for now is fans of *Gauntlet* style games should keep a look out.

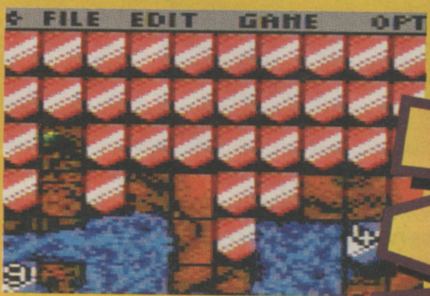
We're just itching to PowerTest that bloodthirsty coin op conversion *Smash TV*, the 21st century 3D combat game *Battle Command* and the much talked about *Bart Simpson* from Ocean. From Domark there's nostalgia for your dad in the form of *Super Space Invaders* and slippery hand-to-hand stuff from *Pit Fighter*. Other juicy titles we're hopeful about include *Rolling Ronny, PP Hammer, Tilt, Cycles, Hydra, Stratego* and the expansion pack to best-selling *Heroquest, Return of the Witch Lord* from Gremlin.

In the Didn't Have Time Or Room To Do It This Issue department, there's the return of Inside Info, The Gauntlet and the usual diet of GameBusters, Back To Basic, Early Warning, The Scanner and Roger Frames (will anything ever go right for him?).

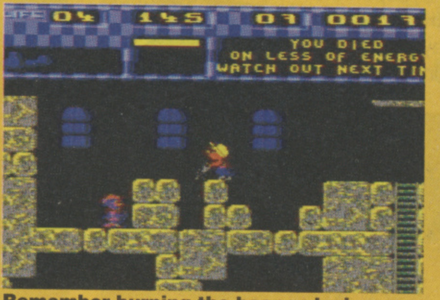
We're sorting out a couple of competitions with truly mouth-watering prizes and there are one or two surprises to spring. We're sure you won't be disappointed. After all, it will be the season to be jelly... Er.

That's all there's time for, this month. It just remains for us to thank everyone who made this issue possible. And that includes *you*. Probably.

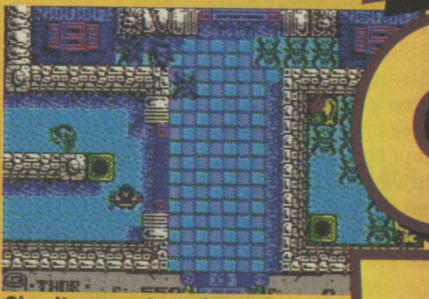

More adventure, more treasure, more monsters – *Return of the Witch Lord*



Brain straining strategy under scrutiny: *Stratego* PowerTested


YOU DIED
ON LESS OF ENERGY
WATCH OUT NEXT TI

Remember burning the beans playing our demo of *PP Hammer*? PowerTest next ish!


Simultaneous two-player *Gauntlet* style action: *Dandy* with *CF15*

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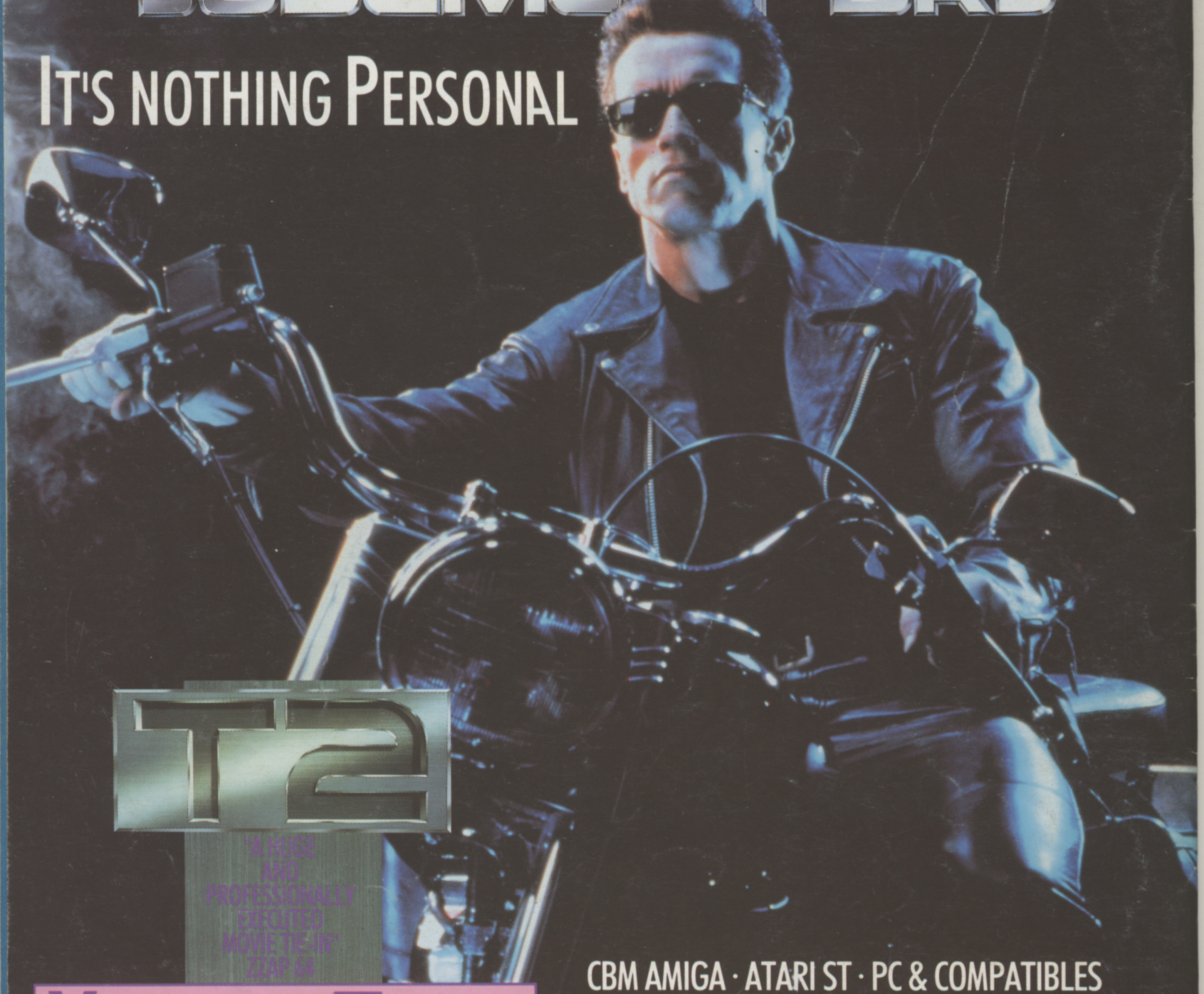

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